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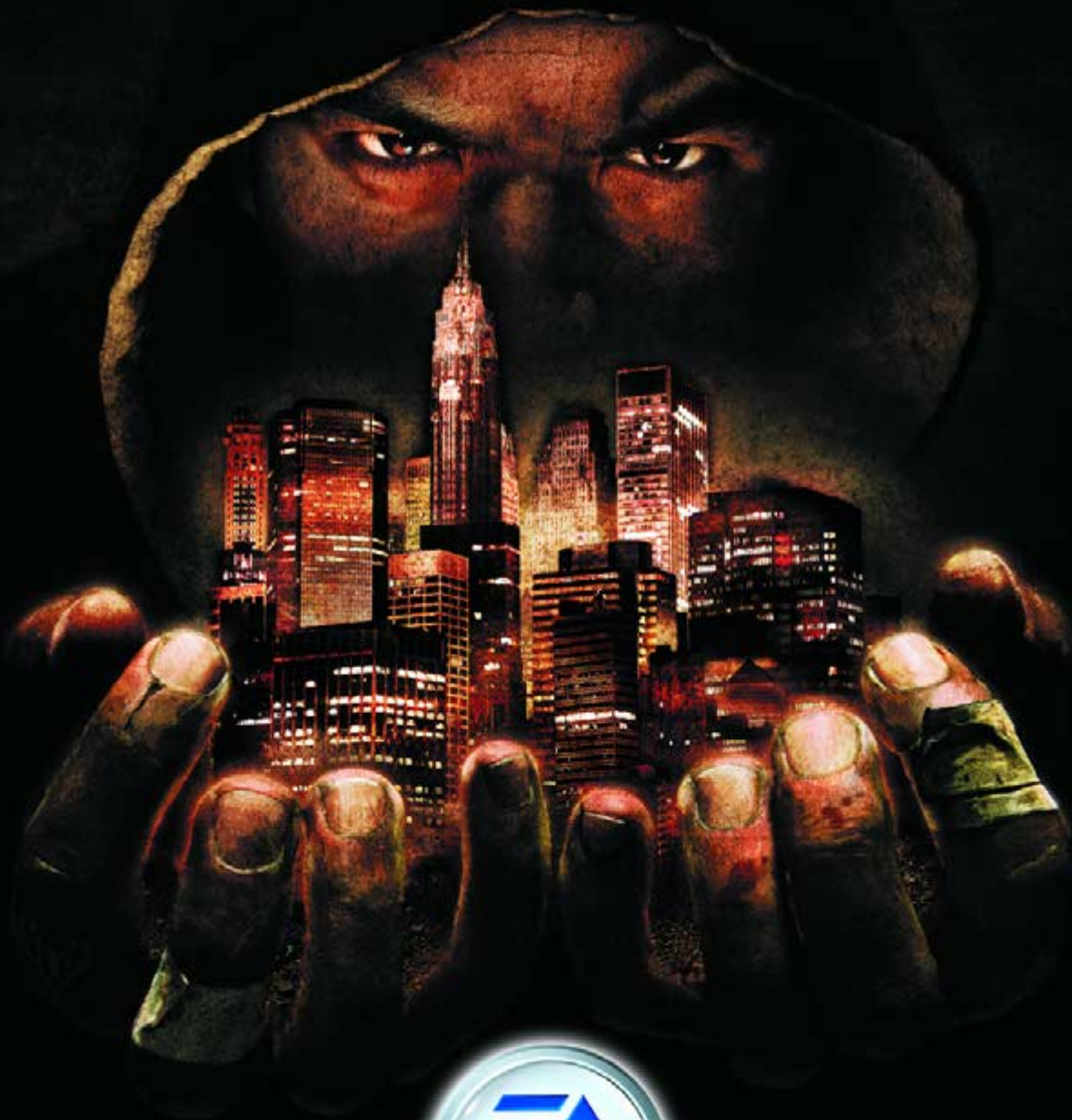
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Def Jam FIGHT FOR NY™



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ISBN: 0-7615-4631-6

Library of Congress Catalog Card Number: 2004105984

Acknowledgements

The following people deserve special thanks for making this guide possible. First and foremost, thanks goes to Brad Anthony for his tireless gameplaying, martial arts wizardry, and mad writing skillz. Thanks goes to Katrina Strafford, Mike Lee, Josh Holmes, Devon Blanchet, and Andrew Taylor at EA for answering a million questions, and, most importantly, for making such a great game (and taking those stellar screenshots). Thanks goes to Christy, Jill, and Kate at Prima for their unwavering patience and confidence in me. Thanks to all for making such a great guide possible!

Dedication

This book is dedicated to Barb and Megan, who thought playing video games would never pay the rent!

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INTRODUCTION

Setting the Scene

Def Jam® FIGHT For NY™ redefines fighting games. This is an underground fighting game designed to push the limits—an organized

frenzy of boot-stomping, bloody action, with more fighting and less wrestling.

Create a fighter in Story mode to develop and learn new fighting styles and complement your skills, whether they are kickboxing, martial arts, street fighting, submissions, or wrestling. Combine several of these, and you get moves never before seen in a fighting game.



Many familiar characters return in this fight for New York. D-Mob and his crew are back, but this time they're faced with the threat of Crow and his evil crew of organized criminals attempting to take over New York City and its underground business enterprises.



Fighting System

You can only win by KO or submission. Taking your opponent's health down to zero gets him ready for the KO, but it doesn't mean victory.

Taking your opponent's health meter down to zero doesn't mean victory. These all-out slugfests can and will last until someone wins, whenever and however. The longer the fight goes, the more the points and cash rack up. To finish a fight in this game, punctuate it with a big move. No sissy knockouts here.



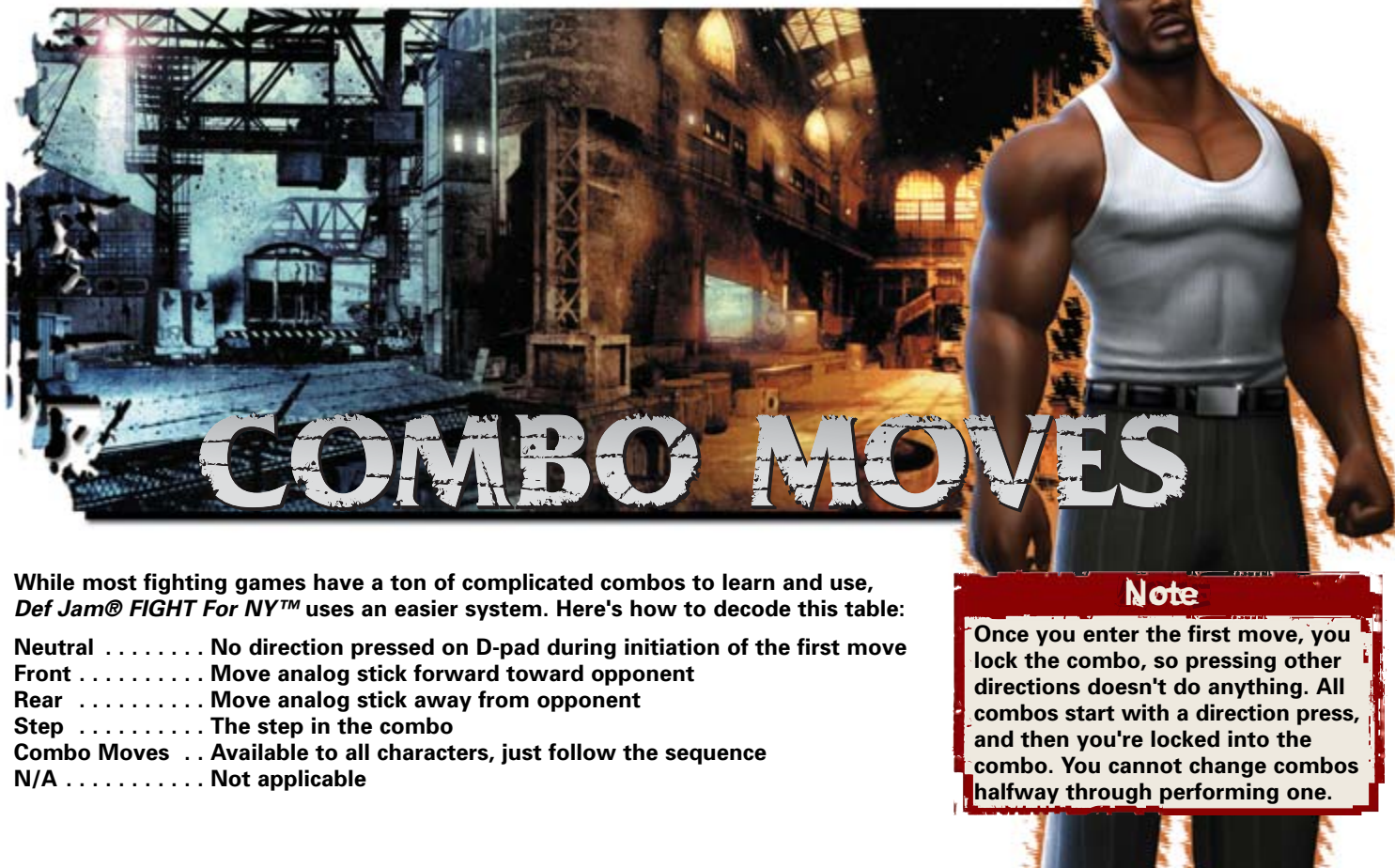
Fighters with five styles of fighting—each with distinct advantages—come to battle it out. It takes some experimenting (and the help of this guide) to learn the ins and outs of *Def Jam® FIGHT For NY™*.

Overview

Here's a glimpse of what you can expect to see in the game:

- 60+ characters in a never-before-seen selection of talent, including Def Jam artists, famous honeys, and a vast array of underground circuit fighters.
- Five distinct fighting styles, each with its own advantages and disadvantages: kickboxing, martial arts, street fighting, submission, and wrestling. This game is about the fighting styles and their overall classifications. Within each style are many substyles, with many opportunities for development.
- New defensive techniques, including blocking, counterattacks, and reversals.
- The crowd: Excited onlookers gather at some fights, and even take part in the mayhem.
- A diverse selection of weapons to really inflict pain.
- More than 20 new venues, each with its own interactive and dangerous environmental features.
- A plethora of special and blazin' moves.
- Point-scoring systems to amass tons of cash, assuring respect and, even more important, all the bling you can buy.
- New special match types: Throw your opponent out a window, kick your foe through a wall of fire, smash up your opponent's car to total it, throw your enemies in front of the subway, and much more.
- Characters you can create from scratch and watch develop through an amazing story line.
- Hundreds of unlockable items to spend your hard-earned cash on, from tattoos to diamond pinky rings.





While most fighting games have a ton of complicated combos to learn and use, *Def Jam® FIGHT For NY™* uses an easier system. Here's how to decode this table:

Neutral No direction pressed on D-pad during initiation of the first move
 Front Move analog stick forward toward opponent
 Rear Move analog stick away from opponent
 Step The step in the combo
 Combo Moves .. Available to all characters, just follow the sequence
 N/A Not applicable

Note

Once you enter the first move, you lock the combo, so pressing other directions doesn't do anything. All combos start with a direction press, and then you're locked into the combo. You cannot change combos halfway through performing one.

Fighting Combos: The Punch Combos

Position	Step 1	Step 2	Step 3	Step 4	Points	Bonus	Combo Move Name
Neutral	Punch	Punch	N/A	N/A	1,000	3	2-Hit Combo
Neutral	Punch	Kick	N/A	N/A	1,000	3	2-Hit Combo
Front	Punch	Punch	N/A	N/A	1,000	3	2-Hit Combo
Rear	Punch	Punch	N/A	N/A	1,000	3	2-Hit Combo
Neutral	Punch	Punch	Punch	N/A	2,000	5	3-Hit Combo
Neutral	Punch	Punch	Kick	N/A	2,000	5	3-Hit Combo
Neutral	Punch	Kick	Punch	N/A	2,000	5	3-Hit Combo
Neutral	Punch	Kick	Kick	N/A	2,000	5	3-Hit Combo
Front	Punch	Punch	Punch	N/A	2,000	5	3-Hit Combo
Front	Punch	Punch	Kick	N/A	2,000	5	3-Hit Combo
Front	Punch	Kick	Punch	N/A	2,000	5	3-Hit Combo
Front	Punch	Kick	Kick	N/A	2,000	5	3-Hit Combo
Rear	Punch	Punch	Punch	N/A	2,000	5	3-Hit Combo
Rear	Punch	Punch	Kick	N/A	2,000	5	3-Hit Combo
Rear	Punch	Kick	Punch	N/A	2,000	5	3-Hit Combo
Rear	Punch	Kick	Kick	N/A	2,000	5	3-Hit Combo
Neutral	Punch	Punch	Punch	Punch	4,000	7	4-Hit Combo
Neutral	Punch	Punch	Punch	Kick	4,000	7	4-Hit Combo
Neutral	Punch	Punch	Kick	Punch	4,000	7	4-Hit Combo

Fighting Combos: The Punch Combos (continued)

Position	Step 1	Step 2	Step 3	Step 4	Points	Bonus	Combo Move Name
Neutral	Punch	Punch	Kick	Kick	4,000	7	4-Hit Combo
Neutral	Punch	Kick	Punch	Punch	4,000	7	4-Hit Combo
Neutral	Punch	Kick	Punch	Kick	4,000	7	4-Hit Combo
Neutral	Punch	Kick	Kick	Punch	4,000	7	4-Hit Combo
Neutral	Punch	Kick	Kick	Kick	4,000	7	4-Hit Combo
Front	Punch	Punch	Punch	Punch	4,000	7	4-Hit Combo
Front	Punch	Punch	Punch	Kick	4,000	7	4-Hit Combo
Front	Punch	Punch	Punch	Punch	4,000	7	4-Hit Combo
Front	Punch	Punch	Kick	Kick	4,000	7	4-Hit Combo
Front	Punch	Kick	Kick	Kick	4,000	7	4-Hit Combo
Front	Punch	Kick	Punch	Kick	4,000	7	4-Hit Combo
Front	Punch	Kick	Kick	Punch	4,000	7	4-Hit Combo
Front	Punch	Kick	Kick	Kick	4,000	7	4-Hit Combo
Rear	Punch	Punch	Punch	Punch	4,000	7	4-Hit Combo
Rear	Punch	Punch	Punch	Kick	4,000	7	4-Hit Combo
Rear	Punch	Punch	Kick	Punch	4,000	7	4-Hit Combo
Rear	Punch	Punch	Kick	Kick	4,000	7	4-Hit Combo
Rear	Punch	Kick	Punch	Punch	4,000	7	4-Hit Combo
Rear	Punch	Kick	Punch	Kick	4,000	7	4-Hit Combo
Rear	Punch	Kick	Kick	Punch	4,000	7	4-Hit Combo
Rear	Punch	Kick	Kick	Kick	4,000	7	4-Hit Combo

Fighting Combos: The Kick Combos

Controller	Step 1	Step 2	Step 3	Step 4	Points	Bonus	Combo Move Name
Neutral	Kick	Kick	N/A	N/A	1,000	3	2-Hit Combo
Neutral	Kick	Punch	N/A	N/A	1,000	3	2-Hit Combo
Front	Kick	Kick	N/A	N/A	1,000	3	2-Hit Combo
Rear	Kick	Kick	N/A	N/A	1,000	3	2-Hit Combo
Neutral	Kick	Kick	Kick	N/A	2,000	5	3-Hit Combo
Neutral	Kick	Punch	Punch	N/A	2,000	5	3-Hit Combo
Neutral	Kick	Punch	Kick	N/A	2,000	5	3-Hit Combo
Neutral	Kick	Kick	Punch	N/A	2,000	5	3-Hit Combo
Front	Kick	Kick	Kick	N/A	2,000	5	3-Hit Combo
Front	Kick	Punch	Punch	N/A	2,000	5	3-Hit Combo
Front	Kick	Punch	Kick	N/A	2,000	5	3-Hit Combo
Front	Kick	Kick	Punch	N/A	2,000	5	3-Hit Combo
Rear	Kick	Kick	Kick	N/A	2,000	5	3-Hit Combo
Rear	Kick	Punch	Punch	N/A	2,000	5	3-Hit Combo
Rear	Kick	Punch	Kick	N/A	2,000	5	3-Hit Combo



Fighting Combos: The Kick Combos (continued)

Controller	Step 1	Step 2	Step 3	Step 4	Points	Bonus	Combo Move Name
Rear	Kick	Kick	Punch	N/A	2,000	5	3-Hit Combo
Neutral	Kick	Kick	Kick	Kick	4,000	7	4-Hit Combo
Neutral	Kick	Punch	Punch	Punch	4,000	7	4-Hit Combo
Neutral	Kick	Punch	Punch	Kick	4,000	7	4-Hit Combo
Neutral	Kick	Punch	Kick	Punch	4,000	7	4-Hit Combo
Neutral	Kick	Punch	Kick	Kick	4,000	7	4-Hit Combo
Neutral	Kick	Kick	Punch	Punch	4,000	7	4-Hit Combo
Neutral	Kick	Kick	Punch	Kick	4,000	7	4-Hit Combo
Neutral	Kick	Kick	Kick	Punch	4,000	7	4-Hit Combo
Front	Kick	Kick	Kick	Kick	4,000	7	4-Hit Combo
Front	Kick	Punch	Punch	Punch	4,000	7	4-Hit Combo
Front	Kick	Punch	Punch	Kick	4,000	7	4-Hit Combo
Front	Kick	Punch	Kick	Punch	4,000	7	4-Hit Combo
Front	Kick	Punch	Kick	Kick	4,000	7	4-Hit Combo
Front	Kick	Kick	Punch	Punch	4,000	7	4-Hit Combo
Front	Kick	Kick	Punch	Kick	4,000	7	4-Hit Combo
Front	Kick	Kick	Kick	Punch	4,000	7	4-Hit Combo
Rear	Kick	Kick	Kick	Kick	4,000	7	4-Hit Combo
Rear	Kick	Punch	Punch	Punch	4,000	7	4-Hit Combo
Rear	Kick	Punch	Punch	Kick	4,000	7	4-Hit Combo
Rear	Kick	Punch	Kick	Punch	4,000	7	4-Hit Combo
Rear	Kick	Punch	Kick	Kick	4,000	7	4-Hit Combo
Rear	Kick	Kick	Punch	Punch	4,000	7	4-Hit Combo
Rear	Kick	Kick	Punch	Kick	4,000	7	4-Hit Combo
Rear	Kick	Kick	Kick	Punch	4,000	7	4-Hit Combo

Common Combos: Available to All Players

Step 1	Step 2	Step 3	Points	Bonus	Combo Name
Shove	Sticky Point Interaction	Ground Strike	3,000	10	DROPPIN HEAT
Shove	Ring Corner Grapple	Ground Strike	3,000	10	DROPPIN HEAT
Shove	Whip Grapple	N/A	3,000	10	HIGH ROLLIN
Hotspot Grapple Interaction	Ground Strike	N/A	3,000	10	BRICKCITY SMASH
Weapon Strike	Weapon Strike	N/A	3,000	10	NY NIGHTCAP
Strong Punch Strike	Crowd Double Team Attack	Ground Strike	5,000	15	PLAYER HATER
Strong Kick Strike	Crowd Double Team Attack	Ground Strike	5,000	15	PLAYER HATER
Strong Punch Strike	Running Grapple	N/A	3,000	10	SMASH N GRAB
Strong Kick Strike	Running Grapple	N/A	3,000	10	SMASH N GRAB
Counter Strike	Strong Punch Strike	N/A	3,000	10	HOLLA BACK
Counter Strike	Strong Kick Strike	N/A	3,000	10	HOLLA BACK
Strong Punch Strike	Ring Corner Grapple	Platform Jumping Attack	7,000	15	PACKIN HEAT
Strong Kick Strike	Ring Corner Grapple	Platform Jumping Attack	7,000	15	PACKIN HEAT
Shove	Ring Corner Grapple	Platform Jumping Attack	7,000	15	PACKIN HEAT
Shove	Whip Strike	Ground Strike	7,000	15	MUDHOLE STOMP
Strong Punch Strike	Whip Strike	Ground Strike	7,000	15	MUDHOLE STOMP
Strong Kick Strike	Whip Strike	Ground Strike	7,000	15	MUDHOLE STOMP
Rising Strike	Running Strike	N/A	7,000	15	CASH MONEY
Rising Strike	Running Grapple	N/A	7,000	15	CASH MONEY
Rising Strike	Ground Strike	N/A	7,000	15	CASH MONEY
Martial Arts Rebound Strike	Running Grapple	N/A	7,000	15	DRAWER DROPPIN
Martial Arts Rebound Strike	Running Strike	N/A	7,000	15	DRAWER DROPPIN
Martial Arts Rebound Strike	Ground Strike	N/A	7,000	15	DRAWER DROPPIN
Rope Rebound Strike	Running Grapple	N/A	5,000	10	BODY COUNT
Rope Rebound Strike	Running Strike	N/A	5,000	10	BODY COUNT
Rope Rebound Strike	Ground Strike	N/A	5,000	10	BODY COUNT
Rear Grapple	Ground Strike	N/A	3,000	10	LIGHTS OUT
Strong Punch Strike	Running Strike	Running Grapple	5,000	15	ROPE A DOPE
Strong Kick Strike	Running Strike	Running Grapple	5,000	15	ROPE A DOPE
Strong Punch Strike	Running Strike	Running Strike	5,000	15	ROPE A DOPE
Strong Kick Strike	Running Strike	Running Strike	5,000	15	ROPE A DOPE
Strong Punch Strike	Knock Back Interaction	N/A	5,000	15	BITCH PLEASE
Strong Kick Strike	Knock Back Interaction	N/A	5,000	15	BITCH PLEASE
Shove	Knock Back Interaction	N/A	5,000	10	BITCH PLEASE
Counter Strike	Strong Punch Grapple	Ground Strike	5,000	20	BIG PIMPIN
Counter Strike	Strong Kick Grapple	Ground Strike	5,000	20	BIG PIMPIN
Strong Kick Strike	Strong Punch Grapple	Ground Strike	5,000	20	DIRTY SOUTH SPECIAL
Strong Punch Strike	Strong Kick Grapple	Ground Strike	5,000	20	DIRTY SOUTH SPECIAL
Strong Kick Strike	Strong Kick Grapple	Ground Strike	5,000	20	DIRTY SOUTH SPECIAL
Strong Punch Strike	Strong Punch Grapple	Ground Strike	5,000	20	DIRTY SOUTH SPECIAL
Strong Punch Strike	Whip Grapple	N/A	5,000	10	HIGH ROLLIN
Strong Kick Strike	Whip Grapple	N/A	5,000	10	HIGH ROLLIN
Weapon Strike	Whip Grapple	N/A	5,000	10	HIGH ROLLIN

STRATEGIES

Here's an overview of everything you need to know to rule in *Def Jam® FIGHT For NY™*.

Fighting System

Initially, a fighter who has but one style is limited to a certain number of techniques, corresponding to directions on the D-pad. Each style has a basic number of move sets available and an additional number of available open slots (directions) that are locked.

Over time, as the character is developed and learns a new fighting style, previously locked directions on the D-pad are available for new moves. The number of moves unlocked depends on which styles were chosen.

Not all combinations of styles are equivalent, so experiment to determine which disciplines offer the best combinations and blending of fighting techniques. As your fighter develops,

many directions open to offer new moves on the D-pad. These myriad techniques are then available at all times—the game doesn't switch completely between fighting styles.

Action	PS2 Button	Xbox Button
Kick	■	X
Punch	▲	Y
Run	●	B
Grapple/ Throw/ Pick Up	×	A
Block	R1	R
Taunt or Blaze	Right Stick	
Strong Attack Modifier	L1	L
Move Character	D-pad or Left Stick	

Fighting Styles

Kickboxing

To know and to act are one and the same.

—Samurai Maxim



These stylists are best suited to fighting at a distance from their opponents, as they attack primarily with the lower body, using their feet and knees. At range, they are very strong fighters.

Kickboxers are generally fast, both on their feet and with their feet. This is not only a strong offense, but a strong defense as well, because they can dodge or move away from incoming attacks. They have exceptional lower-body strength, so their kicks are often much more dangerous than their punches.

These fighters can strike at various levels with multiple kick combos. A skilled kickboxer can keep his foe at the right distance to connect with several kicks before the distance can be closed. Use single kicks to poke opponents and keep them on guard. When they get used to that rhythm, throw some hard combos at them.

Kickboxers have mediocre defense skills, so be quick to execute a block/counter/reverse for any incoming attacks. Also, these fighters have very short grapple range. If you want to grab someone, you must be very close to them to connect.

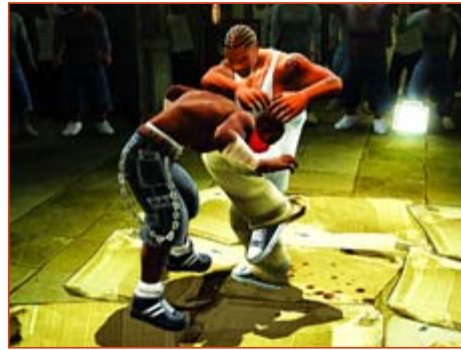


KO Capability: The Clinch

Kickboxers can force an opponent into a clinch (strong grapple + punch or kick). They can strike with both their hands and knees while their foes are tied up. This is a dangerous position for an opponent, especially while in the Danger range: the fifth to seventh hit in a row will result in a KO.

Tip

A kickboxer can easily string together moves that start from the clinch. You go from a series of knee strikes to a different strike type, submission move, or even an environmental grapple against a wall or other venue obstacle. Learn the advantages of these linking moves to utterly dominate your opponents.



Recommended Hybrid

Not only a striker but a ranged striker, kickboxers have enormous potential when their skills are combined with a close-quarters grappling style. Wrestling is the obvious choice to fully round out your comprehensive fighting style. Use ranged kicking attacks and combos to whittle down your opponent, then move in for strong grapples and a decisive victory.

How to Beat a Kickboxer

Toe-to-toe, kickboxers can be very tough opponents. But a purist (who uses no weapons) inherently exhibits one fatal flaw. In close-quarters fighting, kickboxers are at a dramatic disadvantage: their favored weapons (their strong leg attacks) have been taken away. In this situation, their remaining attacks (mostly punches) and defenses are mediocre at best. You may have to evade a few kicks at first, but get close quickly to cramp their space. Don't give them any room to kick. Continually push them back on their heels; keep them up against the ropes or a wall to completely eliminate their ranged attacks.

Kickboxers have limited grappling abilities. Be prepared to counter their desperate weak grapples, especially in a close-quarters situation. While you have them trapped, use your quick striking combos and grapples to throw them off their game and take them out.



Martial Arts

You and your opponent are one. There is a coexisting relationship between you. You coexist with your opponent and become his complement, absorbing his attack and using his force to overcome him.

—Bruce Lee



Martial artists are notoriously difficult to pin down. They can move around slower opponents with ease and strike rapidly from deceptive angles and with intricate combinations. Although known for their excellent speed, martial artists also have a complex fighting style, which makes it hard to anticipate their striking attacks.

What really makes martial artists forces to contend with are their astonishing defensive skills—skills that can frustrate the best of fighters from any genre. Not only can martial artists block most incoming attacks with relative ease, but they also possess strong counterattacks and reversals with which to open up wide opportunities for further attacks.

Block, block, counter. This rhythm is the mantra of the skilled martial artist. Martial artists rarely attack first, so

think in terms of self-defense—meaning, wait until your opponent attempts a strike, and then react. You can capitalize on every attack and turn it into a favorable opening. You will send many foes packing—often demoralized and re-evaluating their fighting strategies.

Offensively, martial artists have only moderate attack strength, but that is offset by their numerous diverse techniques. They have many moves at their disposal, but none is really devastating. That being said, they do have many striking combos that can engage and throw off the most attentive opponents. These combos easily blend both kicks and hand strikes into a furious and menacing mix. Learn how to change up combos between kicks and punches. Anticipate what two combos you will use as follow-up moves before throwing the first attack at your opponent. Always think three moves ahead.

Martial artists have a few medium-range grapples. Use them sparingly, not as something to dominate your fighting strategy. Use grapples more often to complement your impressive striking arsenal.

KO Capability: Flying/Reflex Attack

Because of their impressive speed and agility, martial artists have an amazing ability to use environmental objects to their advantage. In this case, a reflex attack can be devastating. Run at a wall or other object and press punch or kick to execute a reflex attack while leaping off of the object and into the air. If your opponent is in Danger, this attack results in a KO.



Caution

Keep in mind that when facing a martial artist, you should never expect the same thing. The martial arts are very diverse, including styles like shaolin, mantis, jeet kune do, aikido, tae kwon do, and more. Styles within martial arts can be amazingly different, especially the deceptively acrobatic capoeira style or drunken kung fu from China.

Recommended Hybrid

Martial artists have striking down to a science, but they are generally weak in the grappling department. Wrestling, with its strong grapples, is an excellent combination to round out a style that then becomes dangerous not only in toe-to-toe stand-up fighting, but also while grappling in the corners and on the ground. This hybrid can be completely unpredictable. Your opponent never knows what's coming next.

How to Beat a Martial Artist

In a stand-up fight, a martial artist has no problem dealing with your striking attacks. If you really want to punish your foe, get in close and grapple. Grab hold and slam your competitor against a wall or onto the ground, and don't let up. If you allow him a chance to counter and bust out some fast combos, you may be in for it.

Most stand-up martial arts stylists are not comfortable in grapples and especially not on the ground. Given their few grapple techniques and weak overall grappling skills, they really don't have a hope fighting against a grappling specialist like a wrestler or submission fighter. Any genre of fighter can defeat them by coming at them with grappling attacks that they won't know how or even have the ability to counter. Be wary of their excellent defenses. To avoid having your techniques countered or reversed, mix it up with strikes and grapples as feints to make it difficult for them to anticipate the proper block. Whatever you do, don't try to outstrike them. Stay close and throw them around the ring.



Street Fighting

Knowing others is wisdom, knowing yourself is enlightenment.

—Lao-Tzu



Street fighters—no-holds-barred, brass knuckles, and steel chins tempered on the streets through in-your-face experience—are by far the most practical and adaptable fighters around. This fact alone makes them very dangerous.

With their strong-arm attacks and plentiful punching combinations, these fighters can take it to anyone in a stand-up battle. Learn your punches and combinations well, and mix them up to keep opponents guessing. Throw in a kick here and there to confuse them, but then quickly return to strong-arm attacks to keep the pressure on.

Don't rely on kicks too much. Street fighters' leg attacks are considerably weaker than their arm attacks, and their kick combinations won't do much damage to tough opponents. Kicks

may get you by in a pinch, but they are definitely not something to use as staple techniques.

Grappling is another tactic to use, but only as a mixer or unexpected move. Do not try to out-grapple other fighter genres; your few grappling moves are weak and short-range (Wrestlers will be able to grab you while you're still out too far to grab them). Occasionally, throw some close-range grapples into the fray just to keep opponents guessing. But instead of following through into a weak grapple, use your initial grab to throw a foe into an obstacle. Quickly follow up on your stunned enemy with powerful punch combinations.

KO Capability: The Haymaker

These punches are wild and powerful, but so intense that the body's momentum can carry it off balance. When they connect, these punches (strong attack + punch) are utterly destructive. If your opponent is in Danger, this punch easily results in a KO.



Recommended Hybrid

Because street fighters are predominantly strikers with weak grappling capabilities, kickboxing or submissions are the most complementary styles for a hybrid. Kickboxing or submissions make the most beneficial fighters, because you can learn how to strike and grapple, and can counter both.

How to Beat a Street Fighter

The street fighter is the most predictable of fighting styles. Fighters follow a narrow path to a win—punches to the body or head. Any genre of fighter can effectively block their punch combinations and come back with some well-timed strikes or grapples to whittle these fighters down a notch. The key point is to be patient. You know what they're going to do, so wait until they do it and react accordingly.

In the case of fighters who favor kicks, block their punching combos while keeping some distance between you. When an opportunity arises, attack with some kick combinations from beyond arm's reach.

In the case of strikers, don't try to out-punch them one for one. Instead, block their attacks and come back solidly with some of your own. This may take skillful timing, because you will be directly in front of them and in range for their follow-up attack. Hit hard and fast.

Grapplers, you have it easy. Block their punches and get inside to grab them. Once they are controlled, either go directly into a grapple attack or stun them first with a shove. Then use your strongest grapples to keep them flopping around like rag dolls.

Whatever your style, patience is the key when dealing with street fighters.



Submission Fighting

A man who has attained mastery of an art reveals it in his every action.

—Samurai Maxim



These are balanced fighters, capable of dealing damage from various leg and arm attacks, and they have the bonus of being extremely dangerous on the ground. Their diverse submission attacks target major areas of the body, not only inflicting damage but possibly forcing a tap out. Punch submissions and kick-button submissions are different, and these plus directions on the D-pad or analog will target different body parts.

Submission fighters are moderate in speed but generally quite tough. They can take a few shots and block a few more while getting a firm grip on their opponents. Once they do, pain soon follows, from leg bars, arm locks, and choke holds.

They have a medium grapple range and a moderate selection of techniques, but their striking attacks are definitely not their only asset; they can and will take their foes to the floor.

Use all your striking attacks and a moderate array of combinations to set your opponent up for a submission hold. Many of your striking combos can segue into a grab, from which you can target any of the major body areas.

Use your generalist fighting style to the fullest extent. Capitalize on your strikes while getting a feel for your opponents' tactics. Once you identify your foe's weakness, target one body area with submission moves to weaken it and force him to scream uncle.

KO Capability: Submission Techniques

The submission system tracks damage inflicted to an opponent's arms, legs, head, and back/torso from style-specific submission attacks. Master moves to repeatedly target a certain body part and you'll be the unstoppable new kid on the block.



How to Beat a Submission Fighter

Of all of the fighting styles, submission fighters are the most difficult to read. They are generalists and can do a bit of everything, which makes them much trickier than other genres. To effectively combat a submission fighter, learn the individual's style. You have to learn to recognize which aspect of training this one fighter favors. Test your foes and see how they react to various attacks. Do they stay out of range and use kicks, or do they charge right in and go for a grapple?

Only when you ascertain what their tactics are can you mount an effective attack. The key knowledge to use against them is that they are generalists—they don't do one thing very well. Thus, any specialist fighter can surpass them in one thing or another. A kickboxer can out-kick submission fighters and a wrestler can out-wrestle them. Don't try to be a generalist and beat them at their own game; defeat them using your special strength.

Make no mistake, though, submission fighters are opportunists. If you're going to test them, pick an attack that doesn't leave you open for a fast counterattack. Use something quick and light just to make them move.

The key to beating submission fighters is not based on their skills, it's based on yours. Focus on your strength and be the best at executing relevant techniques.



Wrestling

Technical knowledge is not enough. One must transcend techniques so that the art becomes an artless art, growing out of the unconscious.

—Daisetsu Suzuki



Wrestlers, with their long sports history, hardly need an introduction. As a sweeping, but not inaccurate, generalization, they are usually slow and immensely strong.

They have a few strong leg and arm attacks but have no need of complex combos. Their brawny strikes and grapples usually stun opponents for several seconds, easily enough time to pick them up off the floor and throw them into even worse positions.

Wrestlers are not without shortcomings; they lack speed and have weak defensive skills. Be aware of these weaknesses to avoid common mistakes. Never chase faster opponents around the ring. Plan your direction of travel and keep pushing them into a wall, corner, or even better, the crowd, to limit their movement and set up some brutal grappling attacks.

Use crowd double-teams as often as you can. When the crowd grabs hold of the opponent, you have the opportunity for a devastating double-team maneuver. Use the grapple button to pull this off when an opponent is held.

Given your weak defensive skills, it is difficult to block incoming striking combos. Avoid those by keeping your foe off balance; don't give your opponent time to set up combos. Mix up your attacks with one or two strikes and strong grapples, and don't underestimate the importance of your running attacks. These can take a shocked opponent off his feet and knock him back or down. Then grab your foe and twist him into fun shapes.

Tip

Experiment against each new opponent by executing one of every basic type of submission move. Watch the meter while you have him locked in to see which move results in the fastest reduction of limb health. When you spot one gauge going down quickly, you've just discovered that fighter's particular weakness. Keep targeting that limb for an easy tap out.

Recommended Hybrid

Submission fighters are very well balanced. Being a generalist is great, but it means you're not a super fighter or specialist in any one attack. You can beef up your skills by learning any other style. It all comes down to personal preference.



KO Capability: Power Grapple

Wrestlers can manhandle their opponents like tigers toying with their prey. When a wrestler gets his hands on an opponent that is in Danger, they're pretty much done. Every strong grapple attack can result in a KO.



Tip

Only the wrestler can spin an opponent around in a grapple to execute devastating grapple attacks from behind. Press **L1** or the left trigger to turn your opponent, then press either punch or kick to do a move.



Recommended Hybrid

Any of the striking styles—kickboxing, martial arts, or street fighting—blend well with wrestling. These balance your amazing grappling skills with some stand-up fighting techniques. A wrestler needs to be able to deliver quick strikes before getting hold of a stunned opponent. Another essential upgrade is an improvement to your defensive skills.

How to Beat a Wrestler

By far the most significant weakness exhibited by wrestlers is simple, straightforward, hulkish fighting mentality. If they think they can crush you with a single blow, they will undoubtedly try it. They are not complex fighters. However, pay attention to the strength that their attacks carry. When facing a wrestler, they have to get a hold on you to do any damage. Prevent them from grabbing you and they are practically powerless. This is easier said than done.

Because of their amazing grappling abilities, it is difficult—but not impossible—to counter their grappling attacks. Practice, practice, practice: those are the most important three words you will hear. Use your counters often.

Their strikes, usually limited to a few slow techniques, are easily blocked. This frustrates most

wrestlers and they quickly return to attempting the strong grapples. Most strikers can out-punch or out-kick a wrestler any day of the week, but keeping a wrestler off you is tricky, depending on how much they mix strikes with their predisposition toward trying to rip you in half with their bare hands.

Wrestlers need and want you to be close, so they aren't threatened by close-quarters combat, and they don't waste energy trying to block your attacks. Exploit that huge hole in their defensive skills. Striking combos are very likely to connect, because a faster fighter can come at them quickly from different angles. Always use your combos to their fullest extent; don't waste efforts by throwing one kick or punch at a time. You need to capitalize on every moment you're not in their grasp or being slammed to the floor.



Recommended Fighter Hybrid: The Über-Specialist

You've reviewed some of the previous recommendations for rounding out your fighting style, but there is another route to take. This is called the über-specialist.

This hybrid fighter is either a striker or a grappler. Instead of learning new styles to complement your skills, thus becoming more well rounded and adaptable (a generalist, in other words), you can hone a skill you already have and become super specialized.

A striking specialist would be any combination of martial artist, kickboxer, and street fighter. These stylists would be devastating, with both strong leg and arm attacks, a host of striking combinations, and great defensive skills. Grappling would take a hit, obviously, and this weakness is something that you would have to overcome. But a solid striker rarely needs to fear being grabbed by a grappler.

On the other hand, a specialist grappler, combining wrestling, submission fighting, and one other style (which would have to be a striking style of some sort), is a devastating close-quarters fighter, especially if the third style is martial arts, which improves a mediocre ability to counter strikes and reverse grapples.

A super-specialist may have advantages over a generalist in some situations. It's simply a matter of personal style and flair.

General Gameplay

Defensive Tactics

Having a solid defense is not just about blocking the odd punch or kick coming your way, it's about reading your opponents and learning their fighting styles. Once you have a grasp of what techniques they use, you can begin to use the openings created by these attacks to launch your own unexpected assault. There are three ways to do this: basic blocking, counterattacks, and reversals.

Blocking

Blocking is the easiest defensive technique. Just throw your hands up to deflect or stop an incoming attack. A successful block usually yields a tiny window of opportunity during which your opponent is off balance or even shocked that he didn't hit you. Launch a few strikes of your own at that moment, or even go for a grapple. Blocking is instinctive, but developing it to the point where it can be transformed into an attack takes practice.



Tip

Press the block button to block and roll away from your opponent's attacks while you are on the ground.

Counterattacks

Otherwise known as strike-counters, these techniques are executed by pressing toward or directly away from your opponent and pressing the block button at exactly the same time your foe throws a strike at you. If successful, you block the attack and immediately throw a counterattack that is guaranteed to connect. If you mistime the counterattack, you open yourself to a follow-up attack. The time you have to counter depends on your fighter's defensive skills (martial artists have the most forgiving defensive abilities).



Tip

Counterattacks do good damage and give you momentum in a fight.

Reversals

Reversals are conducted against grapple techniques in much the same way that counterattacks are executed. In this situation, however, when an opponent reaches out to attempt a grapple, you punch or kick at precisely the same time (this is easier to do with a punch rather than a kick). If the move is executed properly, it throws off your opponent and opens him to a counter-attack or grapple of your own. Again, the timing window for this varies by fighting style.



Tip

Toughness is like armor. The tougher you are, the faster you regenerate health and the less damage you take from attacks.



Caution

Increasing the difficulty of the game also increases the inherent skills and defenses of the AI fighters. At higher difficulties, each character uses the environment and objects much better than at lower levels of difficulty. On the hardest level, be prepared for your opponent to try to drag you around the ring and beat you senseless with everything at his disposal.

Note

Different grapples are attained by pressing punch or kick + a direction.

Access even more grapples by pressing punch or kick + a direction + **L1**.

Offensive Tactics

Blazin' Moves

These techniques are the dopest way to smack down your opponents. Your Momentum Meter increases after every successful attack or taunt. Once you have gained full momentum, enter blazin' mode and grapple your foe for some sick action. Each character has his specific blazin' move, so you have to play them or beat them all to see the whole brutal gamut of techniques.

Note

You can assign up to four moves at a time to your created player. This adds some diversity and excitement to your attacks.



Caution

Be warned that your blazin' status only lasts for 30 seconds. Get in there and use it while it lasts!

Combos

Using combinations of moves may be the key to success in certain situations. Several strikes in rapid succession quickly get through an opponent's guard and send him off balance, knock him down, or stun him against an obstacle, giving you an excellent opportunity for the next phase in your brutal assault.

Experiment often to learn all of the combinations your fighter has to offer at that point in his development. As you progress and learn new styles, your combinations evolve and you unlock new, bigger, meaner combos to unleash upon your opponents. Mix up kicks and punches to find which combos send your opponents stumbling backward or knock them flat on their backs.



Combos lock once the initial button direction is pressed on the D-pad. From that point on, the combo is set from one of the move lists, and it either continues to full completion or it can be stopped after the first move.

Note

Only martial artists, kickboxers, and some hybrid street fighters (those mixed with martial arts and/or kickboxing) are able to throw four-hit combos.

Knockback

Knockback refers to when a fighter is pushed back by a grapple or attack. There are light and heavy knockbacks, depending on the strength of the attack.

In light knockbacks, from certain weak attacks or weak grapples, your opponent takes a few steps backward. Heavy knockbacks may occur from strong attacks or strong grapples and Irish whips.



You can easily set up someone to be grabbed by a crowd member with a knockback, giving you a few moments for some free (and cheap) shots.



Playing the Crowd

Never underestimate the people standing behind you. If you step too far back, they push you back into the fight. If you're lucky, that's all they do.

If you stand in front of the crowd for too long, people strike you in the back. You have to contend not only with the fighter you're facing off against, but also with the people watching the match.



If a fighter is knocked back into the crowd, a spectator can grab onto that fighter and hold him there, giving his opponent the chance for a few free shots. But the more dramatic approach is the grapple.



If you grapple an opponent being held by the crowd, you perform a brutal double-team maneuver. These moves can only happen under these conditions. Only a few moves are possible, and they depend on your position relative to the fighter being held. These spectacular double-team maneuvers also do more damage than strong grapples, so grab the chance when it appears, and enjoy the crowd's assistance in kicking butt.



Tip

If your opponent is in Danger, a crowd double-team move results in a KO.

Fighter Double Teams

Another selection of double-team moves is available during team or free-for-all matches. When two characters grapple the same opponent at nearly the same time, the result is an impressive double-team technique. Like crowd double-team moves, these moves are selected by certain criteria, which are specific to ring action. The moves are just as devastating as crowd double-team moves, and maybe even more entertaining.



Using Weapons

Weapons pop up throughout the game, sometimes in the hands of enthusiastic crowd members eager to see a winner and sometimes spontaneously in the fighting environment.

These can have a dramatic effect on the game. A dominant fighter can be thrown off his game entirely by being brained a few times with a crowbar. Weapons have interesting dynamics.

Note

Any weapon strike will KO an opponent who is in Danger.

Venue Specific

Weapons are generally found in appropriate venues. You won't find a muffler in a nightclub and you won't find a pool cue where there isn't a pool table. Expect to see weapons that are consistent with the venue you're fighting in.

**Limited Use**

All weapons have hit points that determine how many times they can be used before they break in half, get bent, or are otherwise rendered useless. A bottle breaks after one successful hit, for example, while a steel pipe can be used three or four times before it bends and drops to the ground.

**Weapon Damage**

Weapons can be used for different types of strikes, including weak, strong, running, and diving. The damage that a weapon can do is determined by the strike type and the basic amount of damage it does, which is then modified by the weapon type.

For example, a weak strike with a sledgehammer may do 5 points of damage, but a diving attack off the top rope with the same weapon may do 20. Similarly, a weak attack with a bottle does less damage than a weak attack with a shovel.

Fresh weapons do more damage. As a weapon is used, it becomes less effective and its damage modifier goes down. A bat may do 20 points of damage on the first hit, 15 on the second, 10 on the third, and so forth until it breaks and is rendered useless. If you have a selection of several weapons available to you, always choose the new one.

Periodicity

Weapons don't just appear out of thin air. They either show up in the hands of a crowd member or pop out of certain environmental objects. Weapons initially show up in the crowd about every 30 seconds. As the battle wears on and blood gets spilled, weapons pop up more frequently. Eventually, as the crowd gets restless for a decisive victory, they appear about every 10 seconds. The usual maximum is four weapons in the ring at a time.

**Note**

Weapons that have already been used to their fullest extent cannot be picked up again.



Avoidance

Don't get paranoid when your opponent grabs a steel bar. Weapons can be defended against, unless you're stunned. When someone comes at you with a weapon, either avoid his swings entirely or properly time a counterattack, which takes the weapon away from him and gives you the opportunity to brain him with it.

Another tactic is to duck in and out of the weapon's range. It takes practice and great timing, but you can grapple a weapon-wielding opponent. After you grab him, he drops the weapon and it becomes available to whoever grabs it next.



Tip

Experiment with weapons, especially in venues that have an actual ring. In some places, you can jump off the top rope and nail your opponent with whatever you have in your hands.



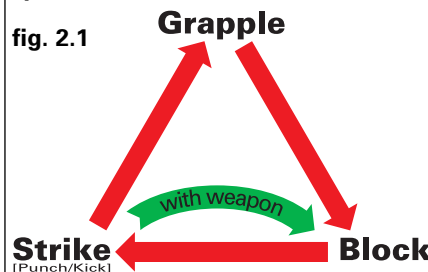
Fighting Techniques: Attacks, Blocks, and Grapples

The relationship between the various fighting techniques is shown in figure 2.1. It's important to know what beats what to effectively deal with your opponents.

- First off, grapples beat blocks. If you feint with a punch and your opponent blocks, grab him and throw him around.
- Second, blocks beat strikes (such as a kick or a punch). Blocking, countering, and reversals all take practice to develop a strong defense.
- Third, strikes beat grapples. If you see an opponent reaching for a grapple, throw out a quick strike to stop him in his tracks.
- However, one of the exceptions is with weapon use. When using a weapon, a strike may beat a block, with the blocker taking only minimal damage from the weapon until it breaks.

This rock-paper-scissors relationship is the basis for the entire fighting system.

fig. 2.1



Environmental Damage

In each environment are various objects you can bounce your opponent off of (or be bounced off yourself). Each inflicts damage; the amount depends on the technique used.

For example, a stunned opponent thrown into the wall may receive 5 percent damage. But when a strong grapple is used to throw the same opponent into a steel post, damage may increase to 15 percent. Become familiar with your environment so you can use its features to your advantage. If you don't, your opponent certainly will.

Note

Environmental interactions (sticky points and hot spots) will KO an opponent in Danger.



Tip

Sometimes environmental grapples against specific objects expose hidden weapons or new interactive opportunities. Explore each venue thoroughly, and you'll be the master of all the rings you fight in.





You must execute these moves during that short period of time when your opponent is stunned, or he simply stands up and gets ready for your next attack. Move in quickly after pushing or whipping someone into a wall so you can finish him off with one of these impressive moves.

Another special grapple, the hot-spot grapple, is similar to the sticky-point grapple but can be executed only under the right circumstances. When you are holding an opponent in a grapple with your back to an object (such as a wooden pillar or bar table), press toward the object and grapple. Normally this would throw the opponent into the object, but within a certain range, you will perform a hot-spot grapple. This move can be used to interact with weapons (bottles and pool cues) as you grapple, potentially setting up big moments in the fight.

In the club Seventh Heaven, for example, you can grapple your opponent and hold him while you smash a beer bottle over his head.



Sticky-Point Grapples

Through experience, you will find around each ring all the prime areas to throw your opponent into, against, or on top of. Besides the flair and technique diversity, there is an extremely satisfying humiliation factor involved in throwing your buddy into a soda machine.

In sticky-point grapples, you push or throw your opponent, after grappling him, into an object to stun him. The objects could be walls, speakers, or posts. While your opponent is stunned, you can grapple him again for a crushing move into or near the same object.

Tip

In venues with rings, use the ropes to execute hot-spot grapples.



Environmental Hazards

Within certain special venues in Story mode or match types in Battle mode, you find an additional dynamic to pummeling your opponents. Environmental hazards come in various forms but they all have the same effect against a foe who is unaware of how much trouble he's in.

A few examples:

- In 125th Street Station, the subway train will KO someone thrown onto the tracks.
- In the Red Hook Tire Co., the rising flames will KO someone thrown or pushed through them.
- In the Dragon House, when a section of the wooden railing is completely destroyed, throwing your opponent through the gap and out of the ring eliminates him.



Caution

Some characters you have already beaten show up again later in the story. Beware: They have gotten tougher since you were last pitted against them. You're not the only one who has been training!



Game Dynamics

Point Scoring

Points are awarded for various techniques and accomplishments as you progress through fights. Using certain physical techniques, such as striking, kicking, grappling, and running attacks, earns a set number of points. Some accomplishments within each fight also are worth points, including being the first to blaze and the first to use weapons. A huge time bonus rides on how fast you win a fight.

Tip

Maximize your score through diversity. Try to get as many techniques into each match as possible. Pull off your cool, flashy moves, especially your blazin' moves, plus top rope attacks and running attacks. The more you do, the more bonuses you get. All your points add up to spend in the shops.

MATCH SUMMARY	
1st	MD
SCORE	17,707
CROWD'S FAVORITE	1,000
TIME FACTOR	5,000
FIRST ATTACK	500
FIRST TO BLAZE	2,000
FIRST TO END	500
TOTAL POINTS	11,707
FROM POINTS	141
TOTAL CASH	\$922

Development Points

These earned points allow your created player to advance and upgrade his skills. How you spend your points on character upgrading and learning new skills is up to you, but choose wisely—you can't max out all your fighter's attributes.

You can max out your attribute bars in the gym, but it is important to remember that these bars indicate only 85 percent of a character's overall attribute rating (even though the bar says 100 percent). The remaining 15 percent is determined by a character's attribute bonuses. These are not bought directly, but are achieved by learning new styles and reaching certain milestones in the game as discussed in further detail below.

When training and improving your attributes, it is important to note that only full containers (or stages) for any given attribute affect gameplay. For example, if you're upgrading your toughness in the following figure 2.2, the attribute improvements would not come into effect until the rest of the container is completely full. When you're upgrading your skills, fill what containers you can completely and save the rest for unlocking other items like blazin' moves.



fig. 2.2

Note

The development points and cash earned for each fight in Story mode are scaled according to difficulty level. If you fight at medium difficulty, you get the normal amount. If the difficulty level is hard, you get a 50 percent bonus; at easy you get a 25 percent penalty. To maximize your fighter's development potential, play Story mode on the hard difficulty level.





Fighter Attribute Progression Summary

The following table* illustrates how a character progresses through the regular attribute and bonus attribute structure. For example, if you're a street fighter, your character automatically receives two bonus slots in the upper-body power category (making their punches that much stronger), whereas a martial artist automatically gets two bonus slots in speed (making him incredibly quick). Depending on the styles you choose, your attribute bonuses will vary. You'll never be able to achieve all of the bonus slots in all attribute categories, as fighters can only use up to three fighting styles.

As seen in the table, some attribute bonuses are easily achieved by choosing a fighting style, whereas some attribute bonuses are achieved by reaching lofty milestones such as performing 5,000 kicks for a bonus slot in lower-body strength. Development points do not directly relate to earning bonus milestones.

**table on page 23*

Note

No Max

Created players can never reach 100 percent of their statistical maximums. Built into the game is a special system for created player development that controls which skills can be maximized while others are held steady. It all depends on the choices that you make for your fighter. Certain combinations of fighting styles and completion of some in-game milestones push character strengths in different directions. There is no way to maximize all of a created player's attributes, because each created player is likely to have different combinations of attribute maximums, depending on the choices that were made during his development.



Cash

The points you earn in each fight are converted to cold hard cash. Spend your earnings in the shops, decking out your fighter in the latest fashions. You can't take it with you so you might as well blow it.

Note

In Story mode, new merchandise arrives in stores every other match or so. Visit them often.



Charisma

Charisma is the only fighter attribute that cannot be increased manually by spending development points. It is determined partly by your win-loss ratio and partly by your overall worth in clothes and jewelry (i.e., overall appearance) with additional attribute bonuses when you achieve certain milestones in the game.

Winning matches increases your charisma, while losing matches slows your gain. A fighter can never have a negative charisma, even if he loses all of his matches; his momentum gains will just be severely taxed.

If you were wondering what you were going to spend all that cash on, now you know. Spend some time in the shops. The more bling you have, the better you look; the better you look, the more charisma you have, and that means the crowd is going to go nuts for you. The higher your charisma, the faster you gain momentum and the faster you blaze! Rip it up!

Fighter Attributes and Upgrades Table

Fighter Attribute	Development Point Cost	Bonus Milestones
Upper-Body Power	5/25/50/100/225/500/1,000/ 1,500/2,500/5,000	Learn Street Fighting Style/Learn Street Fighting Style/ Learn Wrestling Style/Land 100 Punches/Land 5,000 Punches
Lower-Body Power	5/25/50/100/225/500/1,000/ 1,500/2,500/5,000	Learn Kickboxing Style/Learn Kickboxing Style/ Learn Submissions Style/Land 100 Kicks/Land 5,000 Kicks
Speed	5/25/50/100/225/500/1,000/ 1,500/2,500/5,000	Learn Martial Arts Style/Learn Martial Arts Style/ Learn Kickboxing Style/Land 250 Running Attacks/Run for 250 Seconds
Toughness	5/25/50/100/225/500/1,000/ 1,500/2,500/5,000	Learn Wrestling Style/Learn Wrestling Style/Learn Street Fighting Style/ Record 10 Last Man Standing Bonuses/Record 25 Big Comeback Bonuses
Health	5/25/50/100/225/500/1,000/ 1,500/2,500/5,000	Learn Submissions Style/Learn Submissions Style/Learn Martial Arts Style/ Record 5 Perfect Health bonuses/Successfully Block 500 Attacks, Plus Successfully Counter 100 Attacks
Charisma	5/25/50/100/225/500/1,000/ 1,500/2,500/5,000	Record 25 Crowd Double-Team Moves/Record 250 Environmental Attacks/ Record 5 Crowd Favorite Bonuses/Perform 5 Blazin' Moves/Finish Story Mode

Momentum

A fighter's Momentum Meter is dynamic and goes up or down depending on your actions in the ring. If you're all talk, your meter will stay at a low value. If you impress the crowd and show off, your meter will max out and you'll be blazin' in no time.

Every action in the ring affects your momentum and your momentum affects your opponent. Watch the reactions of an AI fighter to your momentum level. Some opponents will become very aggressive when your momentum meter is low; but when your momentum is high, they'll turtle and fight cautiously.

Tip

Got Ink?

The more tattoos, the better! Keep your designs consistent for the best bonuses to your charisma.

Unlockables

The game has two categories of unlockable items: those in the central pool and those that are specific to created players.

Central Pool

As you progress through Story mode, characters, venues, and songs are unlocked and remain in a central shared pool that is available to all players in Battle mode. For example, beating Flava Flav in the Terrordome unlocks him and makes him available to play in Battle mode.

User Specific

Goods

A host of items are only unlockable by and available to created players. These items include clothes, shoes, jewels, tattoos, hairstyles, and much more. These items are unlocked as the story progresses and are shipped at intervals to the shops.

Note

Songs are unlocked by winning particular matches in Story mode or after unlocking specific venues.



Blazin' Moves

When your created fighter wins matches against fighters in Story mode, you unlock your opponents' specific blazin' moves. That move is then available to purchase with development points, and to learn the next time you visit Henry at the gym.



Tip

Pull off special moves to score big points. Repeating moves gives you less momentum.

Development Points

Each successful match in Story mode unlocks a predetermined number of development points for your created player to use in one of two ways. You can spend those points on upgrading your skills such as speed and upper body strength. Or you can use those points to purchase any available blazin' moves from the foes that you have already beaten and assign them to one of the four blazin' move spots on your D-pad.

Note

Each character in Story mode has a different number of development points associated with him, and the differences can be great. In a regular match, you may unlock 50 development points; beating a boss character may unlock 5,000 points.

Tip

The only way to increase the amount of development points awarded at the end of each match is to play on higher difficulty levels. If you can beat a fighter on the hardest level, you may be getting 125 percent of the potential development points; on easy, you would get just 75 percent of the potential points.



Trophies

You have to have something to show for your efforts, so naturally you collect trophies for numerous accomplishments throughout Story mode. There are trophies for most wins, fastest KO, or for completing other specific tasks and objectives. These trophies are viewable throughout your fighting career and are always found on the shelves in your crib.



Note

After you've beaten a venue's boss, you take over that club for your crew and it no longer shows up on the list of available fight venues. Some venues change hands throughout the game, so expect to see a couple of them again under new ownership.

Girls

One created player can unlock only two of the girls available in the game. When the story progresses to the point where you pick a girlfriend, that girl remains with you until Carmen Electra turns up to hit on you. Those two girls are the only ones unlocked by this storyline and are put into the common pool of unlocked items. If another created player moves through the storyline and chooses a different girlfriend, that girl joins the pool.





VENUES: Out in NY City

Scattered around the city are diverse clubs and out-of-the-way locations for underground throwdowns. You have to fight your way through the mayhem, from hot inner-city nightclubs to rooftops in Queens, to come out on top. It won't be easy, especially when you have more to worry about than just your opponent. Parked cars, industrial containers, lampposts, tire irons...these are just some of the instruments of pain you can use against your opponents. Here's a rundown of where you'll be leaving a trail of blood—yours and theirs.

Note

At several times throughout Story mode you are called back to a venue you've already beaten (or at least fought in). These venues are essentially the same as they were when you previously fought in them, so the same strategies apply. Commonly changed game elements are lighting, crowd intensity, and the stakes of the fight.

Stapleton Athletic Club



Description

Owner: Henry Rollins
Location: Staten Island

This is the first place you sweep up someone's teeth. Henry runs a clean operation, even if it is a dark, damp gym below street level. There's nothing fancy here, just a simple boxing ring. No crowd, no weapons, no distractions.





The Foundation



Description

Owner: D-Mob

Location: Highbridge, the Bronx

The Foundation is an appropriate name, because this is where you get your basic—and maybe most important—training in the game. Here you meet your first four real opponents, who will teach you the meaning of pain if you don't learn to fight with your brain as well as your body.

This venue looks like someone's basement, and has numerous dangerous items. First, watch out for the crowd. It's riled up and wants to see you (or the other guy) use everything—bottles, baseball bats, brooms, and pipes—to spill liquid crimson.

Aside from weapons, watch out for physical hazards in the Foundation that can benefit you or your opponents. The room has several wooden posts and two large floor speakers you can throw opponents into for some devastating moves. If the lighting doesn't do it for you, change it up by busting your opponent open on the two destructible droplights.



The Limit



Description

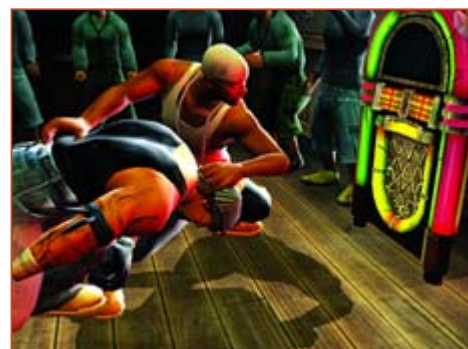
Owner: Crow

Location: Corona, Queens

Crow runs this roadhouse for the time being, and a tough selection of fighters hangs out here. The crowd is rowdy and has no shortage of input, by way of physical intervention or by passing off bottles to make the fights more interesting. Occasionally, a fan hands off a pool cue, which makes nasty work of your opponents if you get creative with it.

The wooden pillars around the room serve as hot spots for grappling attacks. You can also grab pool cues from the pillars. First, grapple your opponent with your back to the pillar, then press toward the pillar and grapple again. You grab a pool cue. Use it to smash your opponent in the face, and keep it for further use.

A few other objects around the room add to the entertainment. The neon chicken sign on one of the pillars is destructible, as is the jukebox. Swing your opponents like rag dolls into these objects and impress the crowd. The pool table at the room's other end is a sturdy piece of furniture, useful to bounce someone off—an occasion that is sure to arise.



Venues: Out in NY City

Although there are fewer environmental hazards compared to other venues, the match is still not easy; you have to contend with attacks from the corners and top ropes. Also, the occasional drunk patron tosses a bottle or pipe into the ring. First come, first served! Be ready to dive on the bottles and come up swinging.



The Terrordome



Description

Owner: Crow

Location: Soundview, the Bronx

The Terrordome is essentially a square cement fighting pit, with some unique environmental hazards in the form of three iron I-beams that jut up from the floor. These beams can be used to gain a height advantage on your opponents, but be aware that they can grapple you while you're idly standing atop your perch and slam you to earth.

The crowd is kept out of the fight here, and watches from a balcony lined with razor wire. Occasionally a spectator tosses weapons into the fray, so keep your eyes open; the object may fall behind a beam and be obscured from view. The Terrordome's cement walls make for brutal whipping attacks, so use them often.

The Terrordome is old-school paradise. In Story mode, you're pitted here against the baddest of the bad, from Flava Flav to Crazy Legs, in a test of mettle that takes you on a nostalgic trip.



The Dragon House



Club 357



Description

Owner: D-Mob

Location: Bed-Stuy, Brooklyn

This is D-Mob's club. Like most official fight clubs, it keeps spectators out of the fight, aside from their cheering, jeering, and leering (should you be playing one of the fly honeys). This is a straight-up fight—you against your opponent in the ring.



Description

Owner: N/A

Location: Chinatown, Manhattan

Specialty Match Hosted:

Ring Out Match

Walk tall into the Dragon House, the Oriental Kumite hall. This is where warriors come to prove themselves. This traditional square ring is carved of wood. Using environmental grapples, you can break sections around the entire ring.

There is no crowd intervention here, just pure aggression against aggression. There are also no weapons or top post attacks, so stick to the ring's center. Work over your opponent to the best of your skills, because this is the place to match wits as well as brawn.

Ring Out Match

In this specialty match, you must bust your opponent through one of the ring sections three times for a KO (Ring Out). But first, you have to slam your foe into one spot several times to crack through the wood. After you've completely broken through a section of the Dragon House ring wall, you can throw your opponent into the open space to send him off balance, and then kick or punch him out of the ring for victory.



Club Murder



Description

Owner: Crow

Location: Washington Heights, Manhattan

Specialty Match Hosted: Cage Match

This is a cage match venue, pure and simple. There are no weapons, no crowd, no ropes—only you and your punk opponent, surrounded by eight feet of wire cage walls. There's no way out of here except by KO. Don't be deceived by the sparseness of the ring; the cage can be a great asset when used to your advantage.

Use grapples into the door of the cage to execute a special attack against it. Keep your opponent on his heels up against the cage and you're king of the ring in no time.



Red Room



Description

Owner: Crow

Location: Harlem, Manhattan

This is Crow's club. The deep red shadows in the club paint a serious mood. Onlookers here brought bottles and mops, which they toss into the ring for you to batter your foes with. This is another ring fight, so use the ropes to the full extent of your abilities and break your opponent on them.



Babylon



Description

Owner: N/A

Location: Flatbush, Brooklyn

This Caribbean club is a reggae/dance hall dutty rock basement, but it could be the next best thing to a tropical fighting getaway. Here in Babylon you find a hungry crowd, eager to toss you pool cues and bottles to battle your foes. Turn up the volume with several environmental objects, specifically two large speakers near the bottom of the room, and two vertical lighted pillars near the top of the room (these have a particularly nasty dynamic).

Use the pillars like this: Grapple your opponent with your back to the pillar, and then press toward the pillar and press grapple again. You grab a light tube, which you can smash across your opponent's head. You can also throw your opponent back into the tube to cause damage. After a tube is broken, you can use the pillar to launch the usual attacks with environmental hot spot grapples.

Look for the fusebox on the left end of the room and throw your opponent into it to open it up. Throwing him against the now-open box causes the fusebox to spark.



The Chopshop



Description

Owner: Crow

Location: Jamaica, Queens

Here in the Chopshop warehouse you find some brutal implements to inflict severe pain on anyone stupid enough to stand in your way. The crowd here is out for blood, and spectators supply you with bolt cutters, crowbars, tire irons, and even mufflers. Aside from the weapons, there is no interference from the crowd, which is separated from you by a metal fence. The Chopshop floor is cold stone, so give yourself a break by taking to the top bar of the ring for high-flying action.



The Heights

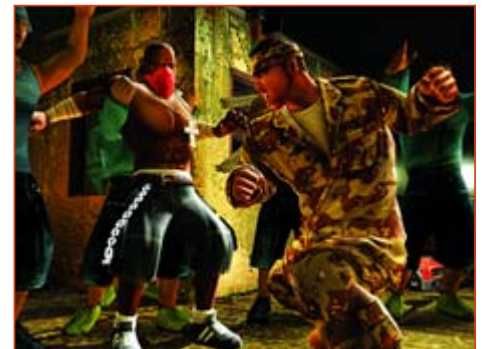


Description

Owner: D-Mob

Location: Lefrak City, Queens

Above the projects in Lefrak, Queens, is a little-known spot known as the Heights, a fenced-off rooftop area used for settling inner-city rivalries. This tight area is half crowd, half pony wall, lined with barbed wire. The crowd consists of a mishmash of folks from the apartments below, who've brought a selection of unorthodox weapons to "chip" in. You find weapons including rebar, bricks, bolt cutters, hammers, and even a scrub brush. You can clean your opponent's clock.





Gun Hill Garage



Description

Owner: N/A

Location: Morris Park, the Bronx
Specialty Match Hosted:
 Demolition Match

In Gun Hill, you find two tight rides and a crowd with a craving for a comprehensive collision. You can expect a lot of crowd intervention here, because the "ring" is long and narrow, with onlookers along its full length and between the cars.

Work the fans and use them to your advantage with crowd double-team moves. Use the cars, too, and destroy the rides by dragging your opponent across them.

If you break the side of a vehicle door three times, you can use the door to perform a vicious attack: Stick your opponent's head in the door and smash it (set this up from a strong grapple against the door). When the door is completely smashed, a muffler rolls out from under the vehicle, ready for use.

If you completely smash a windshield with your opponent, you gain access to a windshield wiper weapon. The crowd also supplies several weapon types—tire irons, bats, and a few other tools for good measure.

Demolition Match

It's your ride against his. Bring on the vehicular destruction.

If you can completely wreck two areas on the vehicle (this takes three attacks per section), the vehicle is totaled and its owner loses the match. The applicable sections are the windshield, the hood, and the side doors (front and back).



Syn Energy Power Plant



Description

Owner: N/A

Location: Astoria, Queens

The rear yard area at the power plant has been fenced off on two sides, and it's surrounded by a mass of vicious onlookers who definitely enjoy getting a piece of the action. Not only that, but they've brought bolt cutters and steel pipes to the show. Move your opponent from the chain link fence to the crowd and back to show him who runs things down here.



Seventh Heaven



Description

Owner: Crow

Location: Chelsea, Manhattan

Crow owns this classy joint. It's the most exclusive gentlemen's club in Manhattan, and the loyal patronage enjoys a good fight. The fight area is surrounded by a ring of tables, preventing the crowd from interfering. There is no shortage of bottles to grab, because these are bar tables. The sturdy tables are useful when grappling your opponents, so keep pushing them back, sandwiching them between your attacks and the hard tables.

Venues: Out in NY City



Note

Later on, when Ludacris takes over Seventh Heaven on behalf of D-Mob, the joint gets an overhaul. But it's essentially the same place, rebranded with his DTP crew name. Work your opponent against the tables as described earlier.



Hunt's Point Scrapyard



Description

Owner: N/A

Location: Hunt's Point, the Bronx

If you want to really get a bloody groove on, the scrapyard is the place to go. This wide-open area is surrounded by several vehicles—including two tow trucks, a jeep, and a bulldozer—upon which you can smack the largest of foes. Use the door of the tow truck to launch a special attack after you smash your opponent through the window.

Humiliate your opponents with the help of the industrial garbage bin: If you smash your opponent into it, you gain access to a large metal pipe. The crowd gets into this one, not only physically but also with tail-kicking weapons, including a board wrapped in barbed wire, tire irons, and long sections of steel pipe. Put the hurt on anyone unlucky enough to face you in this venue!



Note

The scene is different in the scrapyard after hours. No crowd to contend with—just you, your opponent, and stacks of old tires and steel drums. The steel drum interaction in the scrapyard after hours gives you access to a crowbar. You have the place to yourselves, so go nuts!



The Gauntlet





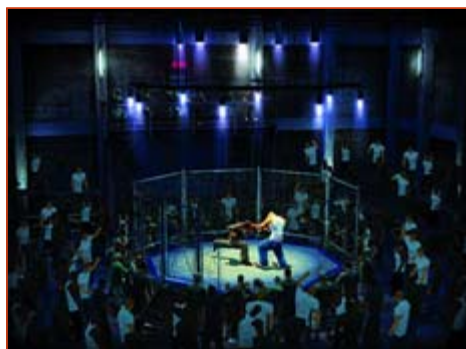
Description

Owner: N/A

Location: Morris Park, the Bronx

Welcome to the octagon. There's not much room to move in here, so it's an all-out slugfest. Try to work on one side of the ring to give yourself some space, but most important, work your opponent into the fence and use tight combos to link moves with stuns and keep the rhythm going. You can use the door of the ring to smash your opponent's head if you can set him up with a grapple on it.

Do not give him any breathing room. There is no crowd to interfere and no weapons to pummel your opponent with. It is just you and your offensive tools. Get out there and punish!



Red Hook Tire Co.



Description

Owner: Unknown

Location: Red Hook, Brooklyn

Specialty Match Hosted:
Inferno Match

Step into the burning ring of fire. This inferno is going up around you, so waste no time or you end up crispy. The fire continues to grow as the fight goes on, and the usable area of the ring gets smaller and smaller as the building burns down around you.

This is an intense solo fight, with no crowd distractions at all. Waste no time putting your opponent down. The only weapons are pieces of the burning building, coming down all around you. Use the flaming chunks of wood falling from the roof to turn up the heat on your opponent. Use two wooden posts as environmental obstacles, which are destructible after a few solid hits.

Remember that the flames are getting higher all around you. One step out of the ring for either fighter, and he'll be hot-stepping it around the ring with a bad case of blisters. Stay away from the fiery ring if you want to get out of this building as one uncooked piece. Use your pushing strikes or grapples to keep your foe on his heels, back up against the flames.

Inferno Match

The match-specific KO is the ring of fire itself. Push your opponent into the flames while they're in Danger for the win.



The Pit



Description

Owner: N/A

Location: Queensbridge, Queens

A construction site is a good place for a scrap. The Pit, with all the building supplies lying around, lends itself to a knockdown festival of pain. The crowd is into it, and fans hand off several new weapons, including shovels and hammers. Use a couple of stacks of lumber as environmental obstacles for whips and grapples; keep pushing your opponents back into them for the advantage.

You can also use the walls to launch attacks, and launch flying attacks from a pile of cement bags. Two small flood lamps are on the top end of the area; use environmental attacks with these to knock your foe's lights out.



125TH Street Station



Description

Owner: N/A
Location: East Harlem, Manhattan
Specialty Match Hosted:
 Subway Match

The subway is an excellent spot for epic fights; there are so many obstacles to use to your advantage. The 125TH Street Station is no exception. Here you find numerous items to help you knock some sense into your opponents. Obstacles to use in your environmental attacks include the tiled walls, iron pillars, iron walkway railing, subway track and walls, garbage can, newspaper box, wall posters, and, of course, the soda machine.

Use all these obstacles to a devastating advantage. There is no crowd to hamper your progress or help you out: It's just you and him. total KO!

Subway Match

Push your opponent onto the subway tracks just before the train arrives for a total KO!



Crow's Office



Description

Owner: Crow
Location: Washington Heights, Manhattan
Specialty Match Hosted:
 Window Match

Crow's infamous headquarters are posh and classy, but the office offers no competitive advantages aside from having four walls against which you can brain your foe. The office has no crowd or weapons, so focus your aggression against the force that's been trying to keep you down. Destructible picture frames are on the walls, and there's a ship in a bottle on an end table and a destructible armoire on the right side of the room. Get in there and lay the beat down on whoever stands in your way.

Window Match

After you bounce your opponents off the glass on one of the window three times to crack it, toss them out the window for good measure and enjoy the show.



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Indicates a boss character.



Indicates a sub-boss character.

baby chris



Stats

Crew: Neutral

Venue Hangout: Seventh Heaven

Fighting Style: Submission

Strengths: Lower-body power, health

Bio

This Bronx native is the head of Violator Entertainment, and is a powerhouse on the urban music scene. Growing up, he learned respect for the streets and a belief that its culture deserves worldwide attention. Now the 35-year-old producer, manager, record executive, and visionary is ready to take his career to the next level.

In 1999, Lighty sold off the Violator Records roster to Def Jam and has since embarked on a new chapter in his career at Jive Records where Lighty has relaunched the new Violator Records and also serves as senior vice president at Jive Records.

In the *FIGHT For NY™* he knows how to handle himself. As a submission fighter, Baby Chris is well rounded with very strong lower-body power. He has interests in both sides of the struggle so he tries to stay neutral. You can find him in Seventh Heaven, in Chelsea.

Blazin' Move: Violator

The Violator starts with a classic suplex setup, but quickly transitions into a scissor-kick takedown. Once his opponent is face down on the mat, Chris jumps on his back for a camel stretch and harsh head-stomp to finish him off.



Caution

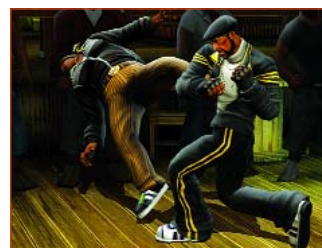
Employ counters to protect yourself from Baby Chris's powerful kick attacks.

Tip

Engaging Baby Chris in a close-range fist fight likely results in destruction. Keep out of his range and work him from the outside with ranged attacks.



BAXTER



Stats

Crew: Circuit fighter

Venue Hangout: The Terrordome

Fighting Style: Street fighting

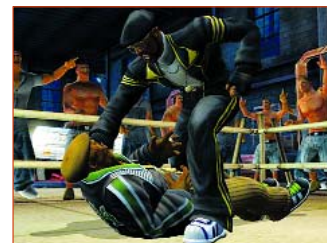
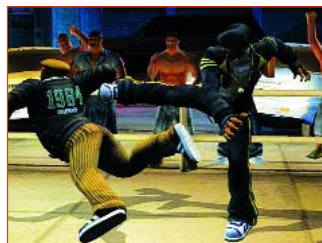
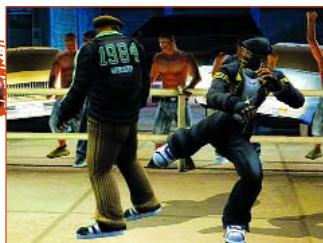
Strengths: Charisma, health

Bio

You can't get any more old school than Baxter, who in the '80s was soaking up the cool, sly wit shown by our favorite sitcom stars. Baxter has been on the scene for some time, and he's got the skills to prove it. If you ask him, leaving Atlanta for New York was the best thing he's ever done. Baxter is a regular circuit fighter and runs an arcade in a busy part of town, where he plays all the classic fighting games and dreams up new moves to throw down on his real-life opponents. You'll find him chillin' with the rest of the old-school crowd down at the Terrordome in Soundview.

Blazin' Move: Old-School Beat

Baxter begins this beating with a reversal into a full nelson before literally kicking his opponent's butt. After his foe hits the mat on his back, Baxter grabs him by the hair and suspends him in the air while he continues to slap the sucka. Then he puts him into a quick arm drag and throws his opponent across his knee to give him a vicious and thorough spanking.



Caution

This old-schooler does not know when to quit. His mad street fighting skills get the best of you if you're not careful.

Note

Baxter is a straight-up hardcore fighter. He can hold his own and inflict serious damage.

METHOD MAN AS BLAZE



Stats

Crew: D-Mob

Venue Hangout: Club 357

Fighting Style: Wrestling

Strengths: Upper-body power, toughness, lower-body power, charisma

Bio

Method Man is great on the mic, hot on the stage, and cool on the big screen. He is on top of the rap scene with a lyrical style that is instantly recognizable and an irreverent sense of humor on screen. He's come a long way from the projects on Staten Island when a group of friends teamed together to unleash one of the most influential hip hop acts of its time, the Wu-Tang Clan. Since then, Method Man has become an unstoppable rapper, holding it down with the Wu on the group's three subsequent albums (1997's *Wu Tang Forever*, 2000's *The W*, and 2002's *Iron Flag*). His solo joints include '94's *Tical* and '98's *Tical 2000: Judgment Day*. His latest album, *Tical 0: The Prequel* features the hit single "What's Happenin'."

Method Man plays Blaze, D-Mob's advisor, in *Def Jam® FIGHT For NY™*. Blaze is logical and extremely loyal, and as such, believes in thinking things through before taking action.

Blaze is highly skeptical of you when D-Mob brings you into his crew at the beginning of the game. As you begin to prove yourself as a fighter, you earn his trust.

Blaze usually fights out of D-Mob's Club 357, but makes frequent visits to D-Mob's other fight clubs around the city to collect money for the crew.

Blazin' Move: The Prequel

The Prequel starts with an abdominal stretch to a fast elbow to the head. A second elbow to the stomach and a punch to the head are followed by a quick pick-up to overhead suspension, then a blast back down for power bomb to the floor.

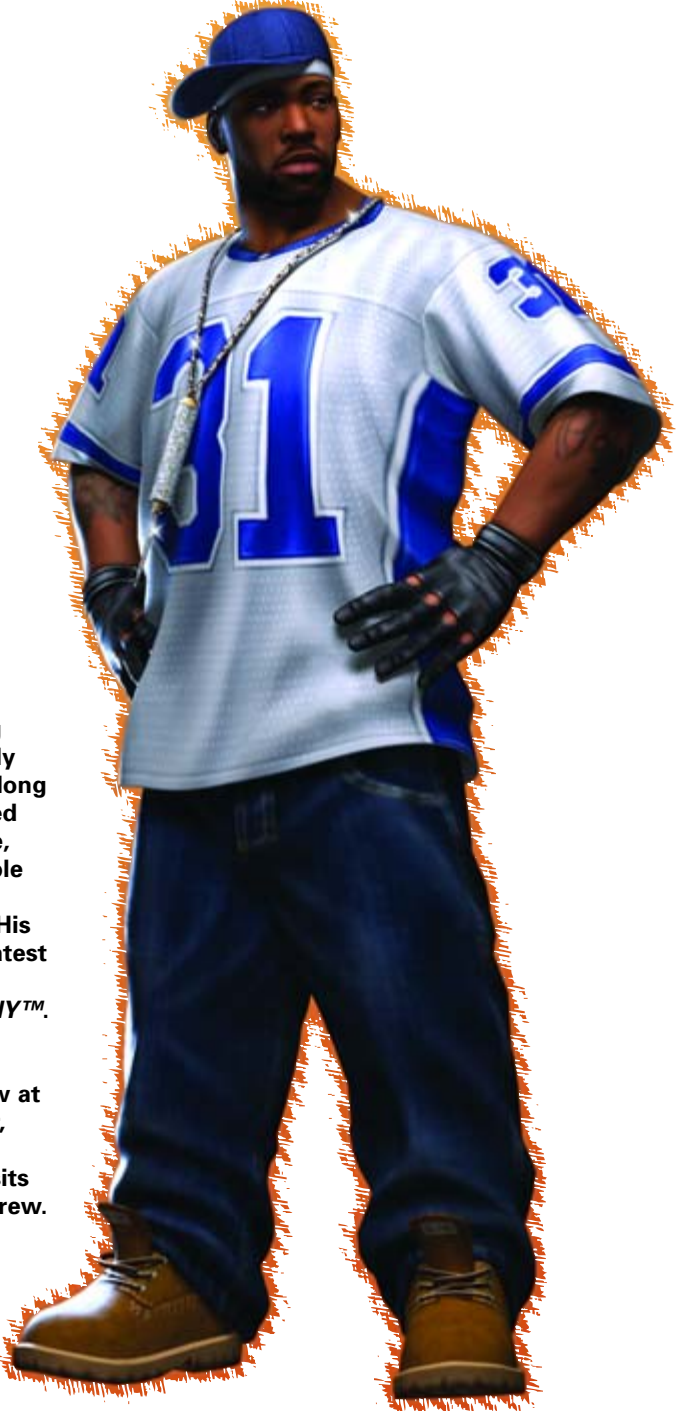


Tip

Blaze is one of the meanest grapplers out there. Strikes are the best way to take Blaze out. Repel his grapples with strong, fast strikes.

Featured Tracks

"What's Happenin'" from *Tical 0: The Prequel*, and "America's Most" from *How High*



BLESS



Stats

Crew: Crow or neutral

Venue Hangout: Syn Energy Power Plant

Fighting Style: Martial arts

Strengths: Lower-body power, health

Bio

At the age of 18, this Montreal-born MC had already toured North America and Europe with the likes of Limp Bizkit and Guru of Gangstarr. Bless started out as a b-boy (Break Dancer) at age 8 and soon started rhyming. He began writing, and by 12 was already doing demo tracks in the studio. He soon took his skills to New York and made a name for himself as a battle MC.

Now, at 21, Bless is the founder and CEO of Platinumberg Entertainment. Outside the studio and boardroom, he's an up-and-coming fighter on the *Def Jam® FIGHT For NY™* circuit. When he's not ripping up challengers with his rhymes, he's busting heads out in the streets.

Blazin' Move: Platinumberg

Bless tosses his opponents around with a German suplex just before stretching their necks out while sitting on their backs. Then he grabs them by the head and tosses them up into the air over his shoulders to land on the ground behind him.



Tip

Karate moves are Bless's favorites. Aim at his lower body to deal him major damage.

Caution

Be cautious when facing him without a weapon! Get weapons from the crowd to get the advantage over Bless.

Featured Tracks

"Get It Now" and "Sieze the Day" from *Bless Presents Platinumberg*

BO



Stats

Crew: Circuit fighter

Venue Hangout: The Heights

Fighting Style: Martial arts

Strengths: Toughness, health

Bio

Bo is tough and dangerous, period. Not much is known about this felon other than he vehemently protects his identity from everyone, even his own crew. This bad cat is known for being able to take a beating and keep coming back, so watch your guard. He's a dirty circuit fighter and usually hangs in the Heights, in Lefrak City.

Blazin' Move: Pop Your Collar

Bo's blazin' move is as straightforward as his fighting style. He unleashes a flurry of devastating strikes on his opponent before finishing him off with a killer jumping knee to the face.



Tip

Bo is a natural fighter. Don't get caught in the cross fire of his massive strikes. Play to your strengths against Bo and show him how it's done.





BONE CRUSHER



Stats

Crew: Crow

Venue Hangout: Seventh Heaven

Fighting Style: Wrestling

Strengths: Upper-body power, health, charisma

Bio

Atlanta rapper Bone Crusher began his career with the Lyrical Giants, working with people like Too Short and Erick Sermon. In 2003, his debut solo album *AttenCHUN!* was released and impressed many with its street-smart style, especially in the hit single "Never Scared."

Bone Crusher is a big boy, standing 6 feet, 1 inch, and overshadows many men just by his stature. He lives up to his name, and when you face him in *Def Jam® FIGHT For NY™* it will be your bones he's crushing.

You'll find Bonecrusher in a few spots working for Crow, but he mostly hangs out in Seventh Heaven.

Blazin' Move: Never Scared

Bone Crusher is obviously not scared to throw his weight around, as you can easily see from this challenging combination. First he nails his opponent with a vicious belly bust, followed by a slammin' atomic drop. Bone Crusher then takes to the air for a flying body-fat press. After his foe is knocked senseless to the mat, he dances around and over him, taunting in a mocking celebratory display before crushing his foe with a devastating drop.



Caution

Watch out for Bone Crusher's extreme power. The safest way to win is to avoid him and look for a timely attack. Bone Crusher is a mountain of a man. Keep moving until he tires out.

BUBBA SPARXXX



Stats

Crew: Crow

Venue Hangout: The Pit

Fighting Style: Wrestling

Strengths: Upper-body power, toughness, health

Bio

Bubba Sparxxx grew up in deep Georgia, just outside a rural community named LaGrange. His nearest neighbor lived a half-mile away. He emerged out of nowhere with Timbaland in late 2001. His debut single, "Ugly," hit urban radio by storm, and his debut album *Dark Days, Bright Nights* followed. Since then he has proven himself to be a deft rapper and visual lyricist; his paunch and country drawl provide the glue that holds it all together. After an instantly successful debut overseen by producer Timbaland, Bubba Sparxxx now returns with his second album, *Deliverance*, ready to show the world that there's more to come from this rising star.

In *Def Jam® FIGHT For NY™* Bubba Sparxxx hangs with Crow's Crew and you find him brutalizing his opponents in the Pit in Queensbridge.

Blazin' Move: Southern Hang

The Southern Hang starts with a strong strike that spins his opponent around, followed up with a quick spinning backfist. Bubba catches his opponent, lifts him into the air by his neck, and finishes off the combo with a brutal face drop.



Tip

Watch out for Bubba's grapple attacks. Use your striking attacks to keep him at bay. Take it to Bubba early to win the match; don't let him tire you out.



CAPONE



Stats

Crew: D-Mob

Venue Hangout: The Foundation

Fighting Style: Street fighting

Strengths: Upper-body power, health, speed

Bio

Capone grew up in the projects of Queensbridge and LeFrak City. Capone and Nore (CNN) first met when they used to trade verses with each other in bible studies.

CNN signed to Tommy Boy Records and released their "5 Mic Classic" debut album *The War Report*. They earned their urban survivalist credibility with the unforgettable portrayal of the hard life tinged with their brand of explosives realism.

CNN then released their highly anticipated album *The Reunion* and Def Jam signed CNN to a record deal shortly after its release.

In *Def Jam® FIGHT For NY™* Capone is D-Mob talent. Be prepared to face this street fighter in the Foundation.

Blazin' Move: Pushover

Pushover is a cocky combination of punches that continue until the overwhelmed opponent is so stunned he can't retaliate. Capone approaches, ready for the knockout punch, but instead just pushes his foe over with a shove to the face.



Caution

Capone has a nasty streak. Be prepared to do whatever it takes to put him down. Use weapons—anything you can get your hands on—to even the fight.

Tip

Use kicks to keep Capone at a safe distance and prevent him from unleashing his punching attacks.

CHIANG



Stats

Crew: Circuit fighter
Venue Hangout: The Limit
Fighting Style: Martial arts
Strengths: Speed, health

Bio

Chiang is a brash young Korean rapper from Seoul. His family moved to the city several years ago and he picked up the scene quite quickly, along with the full frontin' attitude. Chiang is a fast martial artist. Striving for respect in his adopted culture, he's taken to the circuit to fight for his rightful spot. He's still more at home among familiar faces, however, so Chiang spends most of his time sparring with the crews at the Dragon House in Chinatown.

Blazin' Move: Back Attack

Back Attack starts off by leap-frogging onto an opponent's back, followed by a flurry of punches to the back of the head. In a gravity-defying move, Chiang then swings his body to his foe's front and follows with another flurry of punches to his opponent's face just before falling into a handstand. Still gripping his foe in his strong legs, he blasts him face first into the floor for a crushing head plant.



Tip

Counter Chiang by grappling against his ruthless attacks. This helps you pry open his weak defense spots.

Caution

Guard against high kicks and palm strikes—Chiang's specialties. Analyze his maneuvers to gain the upper hand.

Featured Track

"Koto," a Def Jam®: FIGHT For NY™ exclusive



COMP



Stats

Crew: D-Mob

Venue Hangout: Syn Energy Power Plant

Fighting Style: Wrestling

Strengths: Toughness, upper- and lower-body power, charisma

Bio

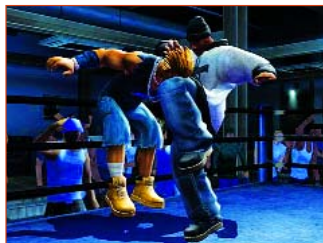
Comp is one of hip hop's latest heavy-weights. Originating from the bowels of Baltimore, he's making his mark in the music industry. With hard banging street themes like "B-more Anthem," "Call You Out," and "Bang," Comp is taking the hip hop scene by storm. However, the streets perspective isn't all he has to offer, his versatility and musical mastery has produced club bangers like "Be With You" and "Fire."

His single "Harder" testifies to his deep knowledge of the entertainment industry. It also provides insight and encouragement to other artists, while making it apparent that the created position of a superstar is full of ups and downs. His experiences have fortified an unbreakable confidence fueled by the desire to make it. Many people ask what Comp stands for; it is an acronym meaning "Clever on Many Perspectives" and his music is true to the name.

In *Def Jam® FIGHT For NY™* you'll find Comp working for D-Mob at the Syn Energy Power Plant.

Blazin' Move: Claw Buster

The Claw Buster begins with a strong knee strike and continues with a furious punch combination and final power punch to the head. Comp's stunned opponent is slammed face first into the floor and held there by the head.



Featured Tracks

"Comp" from *Hot New S**t*, and "Get Into It" from *Hot New S**t*

Tip

Comp has stamina. Take your time and try to outlast him. Beating Comp is no easy task. Move around a lot and wait until he makes a mistake.

FAT JOE

AS CRACK



Stats

Crew: Crow

Venue Hangout: Club Murder

Fighting Style: Wrestling

Strengths: Upper- and lower-body power, toughness, health

Bio

As one of the most prominent Latino rappers in hip hop, no one has more experience at keeping it real than Fat Joe. He was raised in South Bronx where he discovered rap music via the sounds of such groundbreaking artists as Theodore, Funky 4 + 1, and the Furious Five.

In 1993 Fat Joe released his full-length debut, *Represent* which spawned the single "Flow Joe," peaking at the number one spot on Billboard's Hot Rap Singles chart. Two years later, Fat Joe released his second album, *Jealous One's Envy*. His latest hit, *Loyalty*, comes with hardcore hot tracks.

Fat Joe plays "Crack" in *Def Jam® FIGHT For NY™*. Crack is Crow's number one fighter and works as an enforcer for his crew. Not the sharpest knife in the drawer, Crack is nonetheless one of Crow's most trusted crew members and the boss of Club Murder. Vicious and willing to do whatever it takes to win, Crack has left many an opponent paralyzed with his brutal finishing move, the Crack Attack.

Blazin' Move: The Crack Attack

The Crack Attack is a killer combination of both technique and raw power. Crack spears his opponent to take him off balance just before hoisting him into a fireman's carry over his shoulder. Once there, he power-bombs onto the mat, then grabs hold of his foe's legs and swings him around in the air, leading into yet another (but more breaking) power-bomb. After his foe hits the mat, he bounces back up into Crack's arms for a spine-busting bear hug—just for good measure.



Tip

Crack is a roughneck heavyweight wrestler who can kick and punch. A counterattack strategy is the best way to win against him.

Tip

Crack gets tired as the match progresses. If you can outlast him, you can win.

Featured Track

"Take a Look at My Life" from *Loyalty*





Stats

Crew: Crow

Venue Hangout: The Terrordome

Fighting Style: Martial Arts

Strengths: Lower-body power, speed, toughness

Bio

The Rock Steady Crew was established in 1977 by Bronx b-boys Jimmy D and Jojo. They had rivals in all five boroughs of New York, and for every rival there were 10 kids who wanted to be down with them. Getting into the original crew was not easy—you had to battle one of the other b-boys in the crew. It was a competition few people won. They began to learn how to fight at a young age.

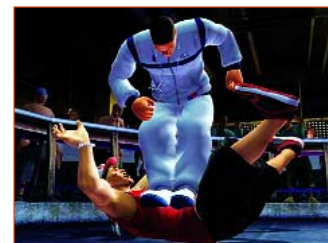
In 1979 when the b-boying hype was beginning to die down, Jimmy D put Crazy Legs and Lenny Len down with Rock Steady just in time to add new life to the art form and take it to the next level. This was at a time when Crazy Legs moved to Manhattan. Going back to the Bronx every weekend became too difficult for Crazy Legs's pockets. He then started to explore the hip hop scene in Manhattan more often. Crazy Legs spent most of his time developing his craft in tenement building hallways and battling b-boys. Eventually he hung with the ones he felt had an original style.

Now, with the Rock Steady Crew's 27th anniversary on the horizon, they have plenty of goals in sight. The Rock Steady Crew has performed throughout the world but remain very active in the community.

The first time you fight your way through the Terrordome, you find Crazy Legs running the show for Crow in *Def Jam® FIGHT For NY™*. Time to bust some old-school butt.

Blazin' Move: Rocksteady

Crazy Legs shows off his namesake while kicking circles around his opponents. This gravity-defying combination starts with a short punching series and a quick basic kick before setting up for a capoeira-style, back-handspring, twisting kick that knocks his opponent on his booty. The final nail in the coffin is a spectacular double-footed aerial axle kick that connects hard on his downed opponent's chest.



Tip

Weaving break-dancing and capoeira together, Crazy Legs showers you with quick leg strikes. Expose his weak upper-body strength and out-punch him. Block against Crazy Legs's combinations, and then quickly launch a counterattack.

Snoop Dogg

AS Crow



Stats

Crew: Crow

Venue Hangout: His office above Club Murder

Fighting Style: Martial arts

Strengths: Speed, charisma, lower-body power, health

Bio

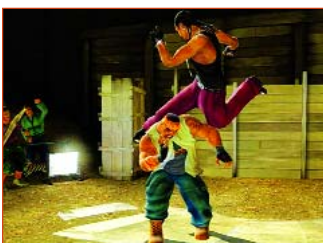
As the surreal and prime leader of the 1990s gangsta rap era, Snoop Dogg crossed the line between reality and fiction. Introduced to the world through Dr. Dre's *The Chronic*, Snoop quickly became a famous star on the rap scene. His rhyming coupled with the violence his lyrics implied created an eerie sense of reality. His debut album, 1993's *Doggystyle*, became the first debut album to enter the charts at No. 1.

The Doggfather, his second album, was released in November 1996. It featured the single "Murder was the Case." The solo "Da Game Is to Be Sold Not to Be Told", Snoop's first effort for *No Limit*, followed in 1998; *No Limit Top Dogg* appeared a year later and *Dead Man Walkin'* the year after that. *Tha Last Meal* followed in December of that same year. Late in 2002, Snoop released his first album for Capitol, *Paid tha Cost to Be da Bo\$\$*. Snoop has become a cultural phenomenon, appearing in movies such as *Training Day*, *Starsky & Hutch*, and *Soul Plane*.

Snoop Dogg plays the crew boss Crow in *Def Jam® FIGHT For NY™*. Crow started out as a gang-banger on the West Coast before making his way to New York and hooking up with D-Mob's crew. Formerly D-Mob's advisor, Crow was dismissed from the crew a few years back after the two failed to see eye-to-eye on business strategies. Since then Crow has been biding his time, looking for an opportunity for payback against his old boss. His operations are based out of Club Murder, up in Washington Heights, and he maintains control of all of Harlem.

Blazin' Move: 187

Move 187 is a quick kicking combination, starting with a stunning kick to the body. Then Crow jumps into the air with a jump-spinning reverse hook kick to the head for a takedown. Crow then leaps into the air and launches a diving head-butt against his lying opponent to finish him off before landing gracefully back on his feet.



Tip

Crow uses his incredible speed and agility to gain the upper hand in a fight. Grapple him to take away his mobility.

Caution

Crow's defense is second to none. Vary your attack patterns to keep him guessing.

CRUZ



Stats

Crew: Circuit fighter

Venue Hangout: The Limit

Fighting Style: Wrestling

Strengths: Upper-body power, health

Bio

Cruz is big, bad, and all business. Involved with Mexican drug lords since the age of 16, Cruz was brought in to "persuade" rivals to move on while they still could. Driven into hiding by authorities, Cruz has taken to fighting to get by until the heat is off. His wrestling style deceives a lot of opponents, but the result is always the same: knockouts. Size and strength matter, and that's all he needs.

In *Def Jam® FIGHT For NY™*, Cruz is a devout circuit fighter who frequents the Limit in Corona.

Blazin' Move: Flatline

Flatline is an appropriate name for this amazing combination. Cruz grabs hold of his opponent's legs and performs several body-swinging power slams with his foe's rag-doll body.



Caution

Weapons are handy tools to get your momentum up fast, but watch out for opponents who take your weapons away from you.

Tip

Cruz is a bruiser. He packs a nasty punch and throws a mean grapple. Use speed and quickness to maintain your distance.



Stats

Crew: Circuit fighter

Venue Hangout: The Terrordome

Fighting Style: Street fighting

Strengths: Toughness, charisma, speed

Bio

Dan G was born in Jamaica, but raised in the United States. His family moved to New Jersey when he was less than a year old. He grew up learning capoeira and break-dancing around the tri-state area with a b-boy crew that called itself the Str8 Breakers. The break-dancing bubble had burst by the end of the '80s, and Dan G tried to make a name as an MC. He started street fighting as a means to pay for his demo, and found he had a knack for it. Now Dan's a star in the underground, busting heads with a style that keeps the crowds calling his name. He still dreams of being a famous rapper, but for now he finds happiness on the fight circuit.

Dan G is a frequent and popular circuit fighter who works the old-school scene down at the Terrordome, in Soundview.

Blazin' Move: Break Beats

Breaking beats is not what concerns most opponents about this move. Dan picks his foe up from behind with an arm under the crotch and slams him up and over for a head plant. While his opponent is stunned and upside down, Dan spins him into a headspin while dancing some break beats. Finally, he executes a quick break dance-inspired kick to put his opponent out of his dizzy misery.



Tip

Gain big momentum on Dan G with a combination of environmental and weapon attacks.

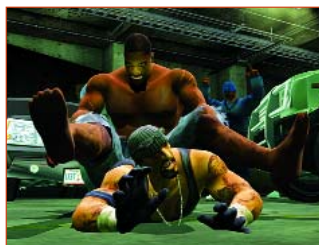
Tip

A dizzy opponent is a weak opponent. That's the time to strike at Dan G with strong grapples.





DAVID BANNER



Stats

Crew: Crow

Venue Hangout: The Pit

Fighting Style: Street fighting

Strengths: Upper-body power, toughness, health, charisma

Bio

His rise to stardom was immediate, assertive, and momentous. David Banner broke through the music industry's concrete boundaries with the force of a superhero, single-handedly putting Mississippi on the map as a force to be reckoned with.

In the spring of 2003, Banner released his major label debut, *Mississippi: The Album*, delivering such gems as the hard-hitting party anthem "Like a Pimp" and the conscious and thoughtful "Cadillac on 22's." On the heels of *Mississippi: The Album* came *Mississippi: The Chopped & Screwed Album*. This music maestro from Mississippi released his next project *MTA2: Baptized In Dirty Water* in 2003. The new album focuses on stories about people's lives in the ghetto.

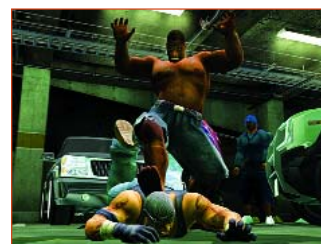
David Banner works for Crow in *Def Jam® FIGHT For NY™* as his marquee fighter at the Pit in Queens. Get ready to face off with this big man.

Blazin' Move: Crank It Up

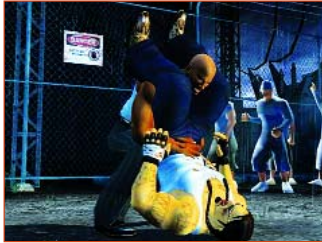
This stunning combination starts with three huge downward punches, bouncing his opponent facedown and up off the floor. David then sits on his foe's shoulders and unleashes a vicious punching combo to the back of his head. The combination culminates with a ground-shattering kick to the head while his foe lays helpless and facedown on the cold floor.

Tip

David Banner delivers hard punches mixed with Greco-Roman-style grappling. Avoiding his distance attacks keeps you in the game. The key to defeating Banner is weathering his strike assault with blocks.



D-MOB



Stats

Crew: D-Mob

Venue Hangout: Club 357

Fighting Style: Submissions

Strengths: Upper- and lower-body power, toughness

Bio

D-Mob started out as Darrell Lewis, and grew up in Baltimore. While still in his teens, he turned a neighborhood corner into a network of hustlers who worked for him. By the time he came to New York, he was a bona fide crime lord. In his bid to control the city's underworld, he began buying up clubs all over town, running illegal fights and gambling operations out of them. Over time, D-Mob grew a large and loyal crew of followers, held together by mutual respect and a code of street ethics.

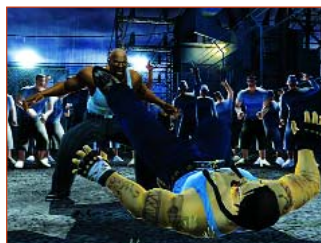
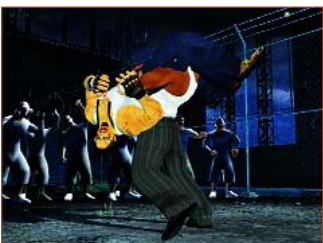
Recently, he found himself in a dispute over a girl named Angel, and he wound up accidentally shooting someone at the Def Jam tournament. As a result he is now a wanted man, and his budget for police payoffs needs to increase significantly.

He's the man, plain and simple, and the man is no one to trifle with. D-Mob should be familiar to anyone who knows anyone in the scene. He runs the New York underground—that's why he's public enemy No. 1 when it comes to Crow.

You can usually find D-Mob in his personal favorite venue, Club 357.

Blazin' Move: Repeat Offender

Repeat Offender is a series of three quick (but devastating) German power bombs linked together consecutively and finishing with a huge, high-altitude dropping power bomb.



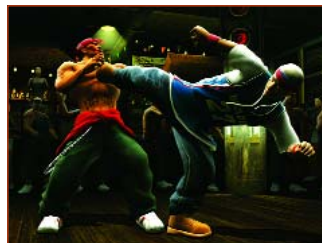
Tip

Use combo strikes to build your momentum quickly against D-Mob.





REDMAN AS DOC



Stats

Crew: D-Mob

Venue Hangout: Usually sleeping on the couch

Fighting Style: Martial arts

Strengths: Speed, health, charisma, upper-body power

Bio

The Doctor is in! The funk doc, that is. For ten straight years, the Newark, New Jersey resident Redman has been delivering smash hits. His four solo albums (*Whut? Thee Album*, *Dare Iz a Darkside*, *Muddy Waters*, and *Doc's Da Name 2000*) and two collaboration joints (*Blackout!* with Method Man, and *El Nino* with Def Squad) have placed the rapper in the hip hop hall of fame.

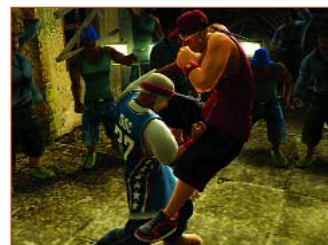
He upholds his reputation in hip hop by remaining true to his funk-driven beats and unconventional rhymes. Now Redman intends to stretch the boundaries with his fifth solo album, *Malpractice*. In addition to releasing hits year after year, Redman was recognized with a Grammy nomination and a Source Award.

Redman plays "Doc" in *Def Jam® FIGHT For NY™*, a trusted fighter in D-Mob's crew. Since he's a natural comedian and prankster, Doc is constantly playing tricks on the other members of the crew. He and Blaze share a tight friendship.

As with most of D-Mob's inner circle, he fights most of his matches at Club 357—on the days he actually decides to get out of bed, that is.

Blazin' Move: Balls to the Wall

This blazin' combo starts with a suspended neck lift, followed by a terrible punching combo to the groin. Finally Doc slams the fighter down on his face and winds up to boot him in the booty as he lies facedown on the floor.



Featured Track

"Let's Get Dirty" from *Malpractice*

Tip

Doc's new take on martial arts blends ball-busting street fighter moves with jeet kune do and karate. Take him down with strong strikes. Here's how: Hold your ground with blocks to repel Doc's agile strike attacks, then counter with strong strikes to take him down.



ELEPHANT MAN



Stats

Crew: Crow

Venue Hangout: The Babylon

Fighting Style: Kickboxing

Strengths: Lower-body power, speed, toughness, charisma

Bio

The boisterous Elephant Man (aka Energy God) was born in the Seaview Gardens area of Kingston, Jamaica. Shabba Ranks and Bounty Killer were also Seaview residents, and with King Jammy's studio not so far away, Elephant Man had an early exposure to dancehall culture.

In his full-length debut, *Comin' 4 You!*, Elephant Man incorporated the hip hop rhythms he loved. Elephant Man is already a massive hit in his homeland of Jamaica, as well as in Europe. Look out, 'cause Elephant Man has come to the United States in a big way—and he's about to take dancehall to another level. His latest album, *Log On*, follows the success of last year's debut *Comin' 4 You!*

Elephant Man is part of Crow's Crew in *Def Jam® FIGHT For NY™* and can be found fighting out of the Babylon nightclub, in Flatbush.

Blazin' Move: Good 2 Go

Good 2 Go starts with a fast punch, knee-and-axe kick combination before transitioning into a high-flying, back-flipping, double-knee drop onto his downed opponent.



Caution

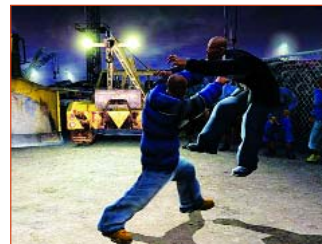
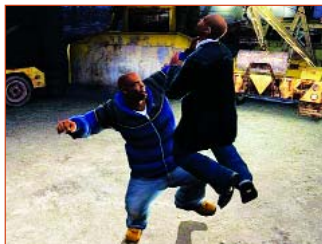
Elephant Man brings wicked kick combos and body blows. Use counters to disrupt his attacks.

Tip

Avoid running attacks and you should be able to take down Elephant easily.



ERICK SERMON



Stats

Crew: D-Mob

Venue Hangout: The Pit

Fighting Style: Wrestling

Strengths: Upper- and lower-body power, toughness

Bio

Erick Sermon has been making hits since 1988 and is a hip hop icon, pure and simple. As one-half of one of the favorite rap groups in the world, EPMD, Sermon is a key figure in hip hop. He signed with Universal/Motown in late 2003, and the funk lord is prepped to drop another sonic assault and further his legend with his fifth solo album, *Chilltown, NY*.

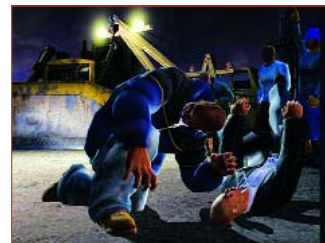
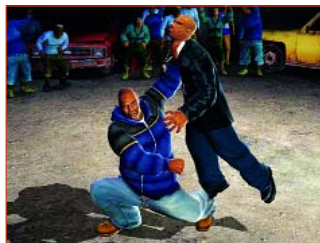
More impressive is that the Long Island native keeps churning out songs that push hip hop in new directions and that earn the respect of millions of fans.

Today, after more than 10 years, several No. 1 albums, and a host of No. 1 singles, Sermon has delivered classic hip hop hits.

In *Def Jam® FIGHT For NY™* you'll find Erick Sermon in the Pit, working and fighting for D-Mob. Watch out for his Double or Nothing blazin' move that can put you in a body cast.

Blazin' Move: Double or Nothing

Sermon's blazin' move starts with a punishing elevated choke hold followed by a hard shot to the stomach. The combination continues as he leaps into the air, still holding his opponent by the throat, and blasts him back down to earth with a killer choke slam.



Tip

Get the upper hand on Erick Sermon by building momentum early. Building up your speed helps disarm Erick Sermon's power and quickness.

FAM LAY



Stats

Crew: Crow

Venue Hangout: Seventh Heaven

Fighting Style: Street fighting

Strengths: Upper- and lower-body power, toughness, health

Bio

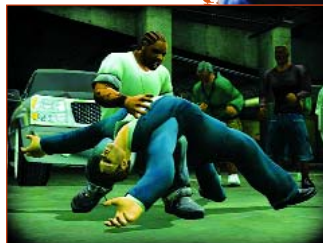
Fam-Lay was introduced to rap by a neighbor, who used to leave his music equipment at home. When no one was home, Fam-Lay would sneak up and start experimenting. Absorbing the old school sounds of Slick Rick and KRS-One, Fam Lay laid the foundation for his passion and in the end, his success.

Fam-Lay's hip hop songs from down south are leading the rap culture in a new direction. His debut album *Traintogo*, from Def Jam, brings a sense of fun to the art form.

In *Def Jam® FIGHT For NY™*, Fam-Lay spends his time chilling around Seventh Heaven with the rest of Crow's local fighters.

Blazin' Move: Final Frontier

The final frontier starts with a crushing bear hug, which is nimbly turned into a vertical body toss. The unlucky opponent is turned sideways in the air and brought facedown onto a rib-breaker, which is quickly followed up with a piercing elbow strike to the spine. Hurlled up by another body toss, the opponent comes down onto Fam-Lay's awaiting knee for a devastating back-breaker.



Tip

Fam-Lay's grapple ability is weak in comparison to other fighters; work to expose this weakness. Execute as many kick moves as you can to deal Fam-Lay big damage.





FLAVA FLAV



Stats

Crew: Crow
Venue Hangout: The Terrordome
Fighting Style: Martial arts
Strengths: Speed, health, charisma

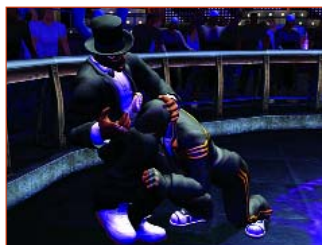
Bio

When Public Enemy released *It Takes a Nation of Millions to Hold Us Back* in 1988, it was as if the album had landed from another planet. Nothing sounded like it at the time. *It Takes a Nation* came frontloaded with sirens, squeals, and squawks that augmented the chaotic, collaged backing tracks over which P.E. front man Chuck D laid his rhymes. Now on his own, Flava Flav is easily recognized with the gold teeth, jumbo sunglasses, and always having a clock dangling from his neck. His lead vocals on hits like "911 Is a Joke" are now classic.

Now get ready to face this artist and his clock in *Def Jam® FIGHT For NY™*. Flava Flav is one of Crow's old-school threats that you bump into in the Terrordome, in Soundview.

Blazin' Move: Time's Up

Flava really shows off his skills during this dope combination. First, he slaps his opponent to give him a little wake-up, then spins him around like a top, stopping him eventually with a backfist and a follow-up knee to the face. For a final flair, Flava performs some stylistic drunken-style kung fu and executes a fast lunge-punch to the head.



Featured Track

"Move!" by Public Enemy from the album *Apocalypse 91...The Enemy Strikes Black*

Tip

A master of the drunken style, Flava Flav is deceptive and cunning. Use running attacks to avoid his deception.

Caution

He looks completely vulnerable, but Flava Flav uses his drunken technique to lure opponents in and strike them fast with punches and kicks. Keep your distance to foil this strategy.



Stats

Crew: D-Mob

Venue Hangout: Syn Energy Power Plant

Fighting Style: Kickboxing

Strengths: Lower-body power, speed, toughness

Bio

Rappers have rhymed about hustling, living in the ghetto, and the perils of street life since the dawn of hip hop. But what distinguishes Freeway is his unique approach to tackling these subjects. He made his recording debut on "1-900-Hustler" from Jay-Z's multi-platinum *The Dynasty: Roc La Famillia* CD. On his highly anticipated debut album, *Philadelphia Freeway*, Freeway doesn't boast about his days hustling on the streets of his native North Philly neighborhood, nor does he dogmatically preach at his listeners while lecturing them to live righteously. Instead, his lyrics are laced with ghetto-weary "been there, done that" sentiment that implies there is life beyond the block.

Now, get pumped up to face Freeway in *Def Jam® FIGHT For NY™* as he makes quite an impression with a crowbar. Freeway works for D-Mob and can be found at the Syn Energy Power Plant in Astoria.

Blazin' Move: North Philly

North Philly starts with a throat grab. Freeway then lifts his opponent into the air and holds him at arm's length while punching him in the head. Finally, he puts his foe down and finishes him off with a quick boot to the face.



Caution

Freeway's hybrid of martial arts and Muay Thai kickboxing make him a powerful striker. The best way to defeat him is to use grapples.

Tip

Matching strike-for-strike with Freeway is futile; use a grapple strategy.

Featured Track

"Flipside" from *Philadelphia Freeway*

GHOSTFACE KILLAH



Stats

Crew: D-Mob

Venue Hangout: Dragon House

Fighting Style: Wrestling

Strengths: Upper- and lower-body power, toughness, charisma, health

Bio

A quick check of his album repertoire makes it clear that Ghostface's music always hits hard. From his 1996 debut *Ironman* to 2000's epic *Supreme Clientele*, to his last release, *Wallets*, Ghost has more front-to-back classic albums than most rappers have singles. Add his appearances on Wu-Tang hits like "Can It Be All So Simple" and "Ice Cream" and it's no idle boast when Ghost describes himself as "a universal rapper."

On records like *Holla* and *Tony's Masquerade*, Ghostface drops the type of eccentric lyrical gems that have earned him status as a cult favorite. And as 2000's club hit "Cherchez La Ghost" proved, Ghost can move more than just your mind.

Whether it's heard in the club or in your headphones, *The Pretty Toney* album proves that Ghostface's run of instant classics is far from over.

As he says with a smile in *Def Jam® FIGHT For NY™*, "This is the beginning." You'll meet up with Ghostface in the Dragon House in Chinatown.

Blazin' Move: Swing Time

Swing Time consists of a leg grab and body swing. Ghostface throws his opponent into the air and catches him on his shoulders for a back-breaker. Then he throws his foe back up into the air while keeping hold of his head, and drops down to the floor for a brutal neck-breaker.



Caution

Ghostface Killah is a power lifter with an attitude. Stay on your toes and wait for an opportunity to strike fast.

Tip

Use the environment to your advantage in launching attacks against Ghostface. Maintain a safe distance when you aren't launching strikes.

HAVOC



Stats

Crew: Crow

Venue Hangout: Syn Energy Power Plant

Fighting Style: Martial Arts

Strengths: Upper-body power, speed, toughness

Bio

Havoc is one half of the duo Mobb Deep and has established himself as one of NY's premier rap producers. His beats are ominous, using strings, piano, and synth stabs to deliver an overall elegance. With this trademark sound, Havoc has created several successful albums for himself and Prodigy as Mobb Deep, in addition to working for numerous rappers such as Nas. Along with his revered production style, Havoc has a rapping style that flows over his crafted beats.

When Havoc was in his teens he produced Mobb Deep's debut album, *Juvenile Hell* in 1993 and launched their careers. In their next album, *The Infamous*, Havoc bounces right back into the next chapter of life, death, and music. The duo's next albums (*Hell On Earth*, *Murda Muzik*, *Infamy*, and *Murda Mix Tape*) have taken their rap sound to the next level each time. Now they're back with their newest album, *Amerikaz Nightmare*, with the hit singles, "Got it Twisted" and "Real Ganstaz."

Watch out for Havoc's martial arts skills in *Def Jam® FIGHT For NY™*.

Blazin' Move: Hostility

Havoc proves his athleticism with this quick and vertically challenging combination. A side-elbow strike to the face stuns his opponent, then he leaps up to stand on his shocked foe's shoulders just before delivering a brutal soccer kick to the face. As the fighter falls to the floor, Havoc jumps up off him into the air to land in a vicious drop, crushing his opponent's sternum.



Tip

Havoc's tae kwon do-style kicking combos are something to watch out for. He has a nasty high kick. A strong defense is the key to victory when faced with this opponent.



HENRY ROLLINS



Stats

Crew: Neutral

Venue Hangout: Stapleton Athletics

Fighting Style: Street fighting

Strengths: Toughness, health, lower- and upper-body power

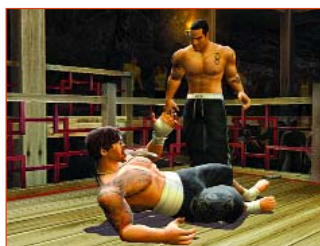
Bio

Born Henry Garfield in 1961, he started singing in the DC punk band, State of Alert, as a teenager. Then he changed his name and became legendary as a front man for Black Flag and his own Rollins Band. Rollins performs and records spoken word, and writes books for his own publishing company. He got his start acting in a movie short by underground artist Raymond Pettibon, but really started acting after doing several ads and MTV appearances. The tattooed, muscle-bound man with the gravelly voice was a natural for tough-guy roles, and soon found himself playing cops and bodyguards in Hollywood features. Rollins seems convinced that there's nothing he isn't capable of, and so far there's little to refute the claim.

Henry hasn't taken a side between the crews in *Def Jam® FIGHT For NY™* but will definitely throw down in a fight. You'll find him in Stapleton Athletics where he'll help you hone your skills.

Blazin' Move: 2.13.61

This combo starts with a clinch and lights up with three big knees to the face. Then he knocks his opponent to the floor and stands over him before mounting him for a choke and banging his head into the floor. Mercifully, Henry soon finishes off his foe with a tremendous head-butt.



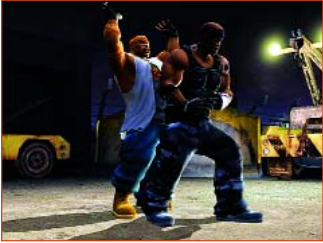
Tip

This five-time gauntlet champion has more moves than you can count. His only weakness is a lack of speed, so use that to your advantage.

Caution

Henry Rollins will do whatever it takes to take you out. Be prepared to do the same and show no mercy.

HOUSE



Stats

Crew: Circuit fighter

Venue Hangout: Syn Energy Power Plant

Fighting Style: Street fighting

Strengths: Upper-body power, toughness

Bio

The physically imposing House is a monster of a man. Though he showed considerable promise as a football player in high school, his poor work ethic and shoddy grades finally caused him to drop out. Once he hit the streets, House used his muscle to make money. It wasn't long before he found his way into D-Mob's crew. As the largest enforcer for D-Mob, he made sure that no one stepped out of line. Now House is a circuit fighter, not associating as much with D-Mob as he used to because of a falling-out.

Find him testing himself against the other circuit fighters at Syn Energy Power Plant in Astoria.

Blazin' Move: House Call

House Call starts with a grab and turn that spins his opponent into a sleeper hold, but just to make it more dangerous, House holds him elevated to knock him out much faster.



Tip

House's heavy punches are easy to avoid. Move around him and counterpunch him. To get an even stronger advantage over House, rush him at the start of the match.



ICE-T



Stats

Crew: Neutral

Venue Hangout: Club 357

Fighting Style: Submissions

Strengths: Upper-body power, charisma, lower-body power, speed

Bio

Born Tracy Morrow in Newark in 1959, Ice-T was raised in the gang-infested, pimp-heavy streets of South Central Los Angeles. He began rapping about his daily activities while still in high school. In fact, his nickname was borrowed from the infamous pimp-turned-writer Iceberg Slim. Friends urged him to take his talents into a recording studio, where he recorded several rap singles.

His first on-screen appearance came in 1984 when the producers of *Breakin'* asked him to rap in the film. In 1987, Ice-T finally signed with Sire Records and released his major-label debut, *Rhyme Pays*, which quickly went gold. His 1988 follow-up, *Power*, went gold amidst critical acclaim. Ice-T was nominated for a Grammy Award in 1990 for his hit single "New Jack Hustler." Ice-T's film roles include appearing in *New Jack City*, *Ricochet*, *Trespass*, and *Johnny Mnemonic*. Ice-T currently stars in NBC's *Law & Order: Special Victims Unit*, his fourth project with executive producer Dick Wolf.

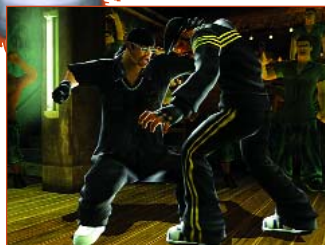
Now, he's back on the East Coast in *Def Jam® FIGHT For NY™*. Ice-T can usually be found at Club 357.

Note

Ice-T is fairly neutral in the game. He hasn't committed to either side yet; it's the natural hustler in him to size things up before jumping in. He always watches to figure out how to gain the upper hand.

Blazin' Move: Iceberg

Iceberg is a three-punch combo to the face followed by a flinging monkey flip. While his opponent is stunned and facedown on the mat, Ice-T follows up with a hard kick to the butt.



Featured Track

"O.G. Original Gangster" from the *O.G. Original Gangster* album

Caution

Ice-T has been able to blend submissions into martial arts very well. Stay on your toes when he gets in close.

Tip

Avoid Ice-T's upper-body submission moves and force him to use his weaker leg attacks.

JACOB



Stats

Crew: Neutral

Venue Hangout: Jacob & Co

Fighting Style: Wrestling

Strengths: Toughness, health

Bio

Jacob Arabo's passion for jewelry began when he was a young boy growing up in Russia. Just after immigrating to the United States with his family, he enrolled in jewelry design school, hoping to develop his natural talents. Jacob opened a small booth in New York City's bustling diamond district in 1981 and quickly began designing for a number of jewelry brands and private clients.

In the mid-1990s an R&B singer named Faith Evans stumbled upon Jacob's shop while shopping for jewelry for her upcoming CD cover. Completely taken in by Jacob's creations, she quickly returned with her husband, The Notorious B.I.G. The couple became loyal customers and recommended Jacob to a host of their friends. The result was that Jacob Arabo became the person to go to for custom jewelry, and got the name "Jacob the Jeweler."

Now, you too, have the chance to get jewelry and meet the famous jeweler in *Def Jam® FIGHT For NY™*.

Blazin' Move: The World Is Mine

Jacob spins his opponent into a rear bear hug, then into a mock pirouette spin to make him dizzy, followed by a cheap punch to the head. He ends his blazin' move with a fierce head-butt to put his foe down.



Caution

Watch out for the crotch shot! Opponents getting up off the ground can hit you with a crouching attack if you don't block.

Tip

Most fighters have a weakness. Exploiting it is the key to victory.

JERVIS



Stats

Crew: Circuit fighter

Venue Hangout: 5th Precinct

Fighting Style: Street fighting

Strengths: Upper-body power, toughness

Bio

Jervis has been on the force, working with his partner, Starks, for nearly 10 years. They cracked the underground case that brought down D-Mob and put him in custody before he was busted out. Jervis is still dead-set on breaking the underground crews apart and making his own dent on organized crime, but not before making some cash on the side. Aside from his lofty (and official) professional goals, Jervis is known as a young, hot-headed cop. He's both fought in and bet on the fights, and as a consequence has placed himself in the path of both D-Mob and Crow.

Blazin' Move: Perfect Crime

Perfect Crime is a spin to a rear grab followed by a solid cobra lock. Then Jervis spins his opponent around again and locks on while jumping up and slamming his foe's face into the floor.



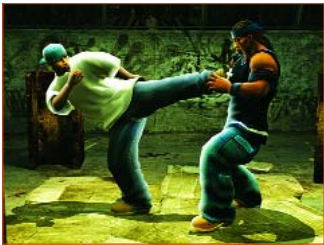
Tip

Use weapons, and environmental and weak grapples to reduce Jervis's street-style attacks.

Note

Discard a weapon by pressing the grapple button.

JOE BUDDEN



Stats

Crew: D-Mob

Venue Hangout: The Babylon

Fighting Style: Martial arts

Strengths: Health, speed

Bio

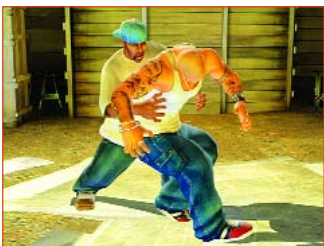
Born in Spanish Harlem, Joe Budden lived in Queens till he was 11. Then he moved to Jersey City, which he still calls home. The middle child of three boys, Joe heard music in his home (his dad plays several instruments), and on the streets. He absorbed the songs of old-school legends like Rakim, Kool G Rap, Krs-One, and Queens's natives Run DMC and LL Cool J. By the time he turned 16, Joe had decided to take his love of hip hop and his burgeoning skills to another level. Joe started hitting local studios and getting on mix tapes, doing it for the love and as means of expression.

Soon low-level industry types started buzzing around, filling his head with American Idol-worthy dreams. The prospects of fame excited the 17-year-old but nothing came of the promises. Joe just persevered and honed his craft. In 2001 everything changed as one of Joe's self-produced CDs made its way to Cutmaster Cee, who passed it along to Webb of Desert Storm. Impressed with what he'd heard, Webb offered Joe and On Top the financial freedom to stay in the studio and concentrate on making mix tapes. It was only a matter of time before the really big guns caught wind of what Joe was spitting and offered him the chance to shine on his own album.

Now he really has the chance to shine in *Def Jam® FIGHT For NY™*. Joe works for D-Mob and can usually be found hanging out with the crew at the Babylon nightclub in Flatbush.

Blazin' Move: Pop Off

Pop Off is a reversal into a full nelson, transitioning into a leaping, swinging headlock in the air. Joe follows by grabbing his opponent by the head and throwing him into the air, then slams him back down to the earth with a demoralizing head slam.



Featured Tracks

"Pop Off" from the *Hot New S**t* album, and "Walk With Me" from the *Joe Budden* album

Tip

Counter Joe Budden repeatedly and take the fight to him soon after to end him early. He is quick, so countering his strikes is key.

LIL' FLIP



Stats

Crew: Crow

Venue Hangout: The Gauntlet

Fighting Style: Martial arts

Strengths: Speed, upper-body power, health, charisma

Bio

It's no wonder that Houston-based underground king Lil' Flip could change the game with his platinum-plated 2002 major label debut *Undaground Legend*. After honing his talents under the watchful eye of late mix-tape messiah DJ Screw, moving an impressive 100,000 units of his indie debut *The Leprechaun*, and serving up 10 volumes of his own underground mixes, Lil' Flip has become the biggest rap name to break out of the Lone Star state since the legendary Scarface.

On his third installment, *U Gotta Feel Me*, the H-town veteran offers that same street-smart savvy mixed with crossover appeal that took him from regional recognition to national stardom. Born in south Houston's Cloverland community, Lil' Flip was the final MC to be enlisted into the late DJ Screw's elite rhyme outfit, the Screwed Up Click. Lil' Flip won local praise flexing his freestyle muscle on two of Screw's most popular mix tapes. Because the up-and-coming rhyme animal could rap nonstop off the top of his dome, Screw honored Lil' Flip with the title of "freestyle king."

In *Def Jam® FIGHT For NY™* Lil' Flip hangs at the Gauntlet and fights for Crow; he's a boss in this venue so watch your back.

Blazin' Move: Game Over

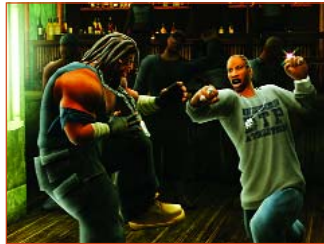
Lil' Flip assaults his opponents with two brutal knees to the head, then climbs up his foe with a step-up kick maneuver, but lands instead with a dropping elbow strike to the head. He follows with a monkey flip to a high toss and kicks his opponent in the head as he falls back to the ground.



Tip

Stay alert when coming up against Lil' Flip's kick moves. Create some space when facing him. Lil' Flip's capoeira-style kick moves are fast and fierce. Blocking and countering with grapples help you maintain your health level.

LUDACRIS



Stats

Crew: D-Mob

Venue Hangout: Seventh Heaven

Fighting Style: Wrestling

Strengths: Lower-body power, charisma, speed, toughness

Bio

From the moment Ludacris released his debut album four years ago, the rapper has delivered one of the most arresting sounds in rap music. Combining irresistible charm with an unmistakable delivery has made Ludacris one of the most popular MCs.

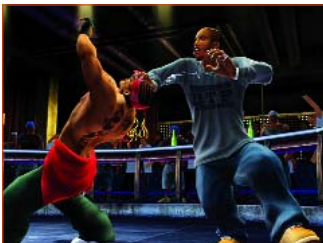
As a pivotal member of Disturbing Tha Peace—which includes Lil Fate, I-20, Tity Boi, Shawnna, and platinum-selling Chingy—Ludacris has come a long way since his days of doing talent shows.

Ludacris sold over seven million copies of his first two albums *Back for The First Time* and *Word Of Mouf*. With the release of his third album, *Chicken-N-Beer*, Ludacris has crafted one of the most expressive rap records in years. From his own southern roads to the streets of the South Bronx to the highways of southern California, this seasoned entertainer delivers another winner.

In *Def Jam® FIGHT For NY™*, Ludacris plays another of D-Mob's experienced fighters. Ludacris is head of D-Mob's operation in Atlanta. Ludacris loves to have a good time, but when it comes to fighting he's strictly business. He comes up to New York for meetings with the crew, and this is where you first meet him.

Blazin' Move: Stand Up

During this blazin' move, Ludacris leaps over his opponent's shoulders, grabs his head while landing, and takes him to the ground. He then grabs his foe's legs and jumps over him, sitting down and practically bending them in half, then continuing with a terrible barrage of elbow smashes to either the rear or face of the doubled-over fighter.



Tip

Ludacris is renowned for his lower-body strength. Aim high to weaken his health.

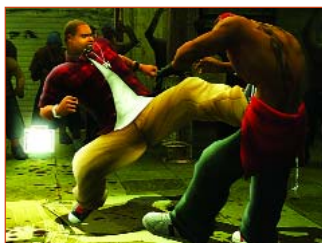
Caution

Look out for Ludacris's elbow combos when he's clinching. Keep your distance to avoid his grapple strikes.





MACK 10



Stats

Crew: Crow

Venue Hangout: The Chopshop

Fighting Style: Street fighting

Strengths: Upper-body power, toughness, health

Bio

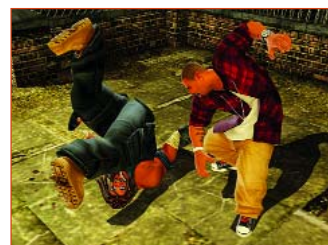
This Inglewood, California, native is ballin' all over the map and epitomizing the gangsta-rap lifestyle. He debuted with *Mack 10* in 1995; the first single, "Foe Life," was a hit, setting the tone for his many upcoming successes. Mack 10 continues his impressive career, collaborating with rap superstars including his mentor Ice Cube and rap cohort WC, forming the trio Westside Connection.

Mack 10 returns to the scene with a classic album *The Paper Route* in stores now, featuring guests Westside Connection, T-Boz, Timbaland, Xzibit, Too Short, Youngbloodz, and Big Gipp of Goodie Mob. *The Paper Route* includes the hit singles and videos from *Tha Streetz* and *Tight to Def* featuring T-Boz. When asked about his fourth solo album, he said, "This is my best album to date."

Mack 10 is as tough as the streets of East L.A., and he'll put you to the test. In *Def Jam® FIGHT For NY™*, this street fighter provides an air of harsh authenticity. You find Mack 10 working for Crow at the Chopshop.

Blazin' Move: West Threat

The West Threat starts with a full nelson and quickly changes gear with a side kick to the back, which sends his opponent stumbling forward. Mack launches forward and lands on the fighter's back on the floor, then moves into a camel clutch complemented by several brutal head-butts. He then stands up and lifts the fighter by the throat up to head height, then slams him back down to the ground.



Tip

If you can outlast Mack 10, you can frustrate him and take him out. Use open space to keep him from getting too close to you.

Busta Rhymes

AS MAGIC



Stats

Crew: Crow

Venue Hangout: Red Room

Fighting Style: Submissions

Strengths: Upper-body power, health, charisma, toughness

Bio

Busta Rhymes has an impressive résumé. His outrageous style became clear with the group Leaders of the New School, which came on the scene with their 1990 masterpiece *Future Without a Past*. He's honed his talents since then. A breakthrough guest appearance on A Tribe Called Quest's classic *Scenario* cemented his rep as a hip-hop prodigy. His platinum-plus debut effort *The Coming* confirmed that Busta was more than just a voice. His monumental first single "Whoo-Ha! Got You All In Check" provided a showcase for his acrobatic rhyming style that has stood with him through six albums (*The Coming*, *When Disaster Strikes*, and *E.L.E.—The Final World Front*, *Anarchy*, *Genesis*, *It Ain't Safe No More*) and myriad guest appearances.

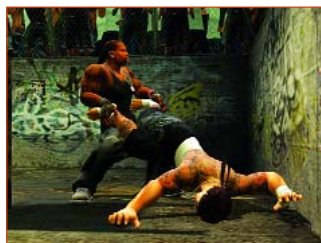
During his amazing career he's worked with superstars such as Mary J. Blige, Boyz II Men, Jermaine Dupri, Sean "Puffy" Combs, Redman, and others, as well as snagging acting roles in *Finding Forrester*, *Shaft* (2002), and *John Singleton's Higher Learning*. His burgeoning Flipmode label added another tier to his entertainment empire with the gold-selling Flipmode Squad debut, *The Imperial*.

Now, dare to go face-to-face with this submissions fighter who loves nothing better than putting the hurt into an opponent and having to call the ambulance in *Def Jam® FIGHT For NY™*.

Busta Rhymes fights as "Magic" and is an enforcer for Crow. You find him getting ready to bust some heads in the Red Room in Harlem. However, you first cross his path in a team tournament at the Chopshop. Later on he sends you a very direct message from Crow at Gun Hill Garage.

Blazin' Move: Call the Ambulance

Busta has a straightforward combo to make his point. It starts with a body press and moves into a face-down spear into the floor. He grabs his opponent for a quick twirl, then spins him into a back-breaker.

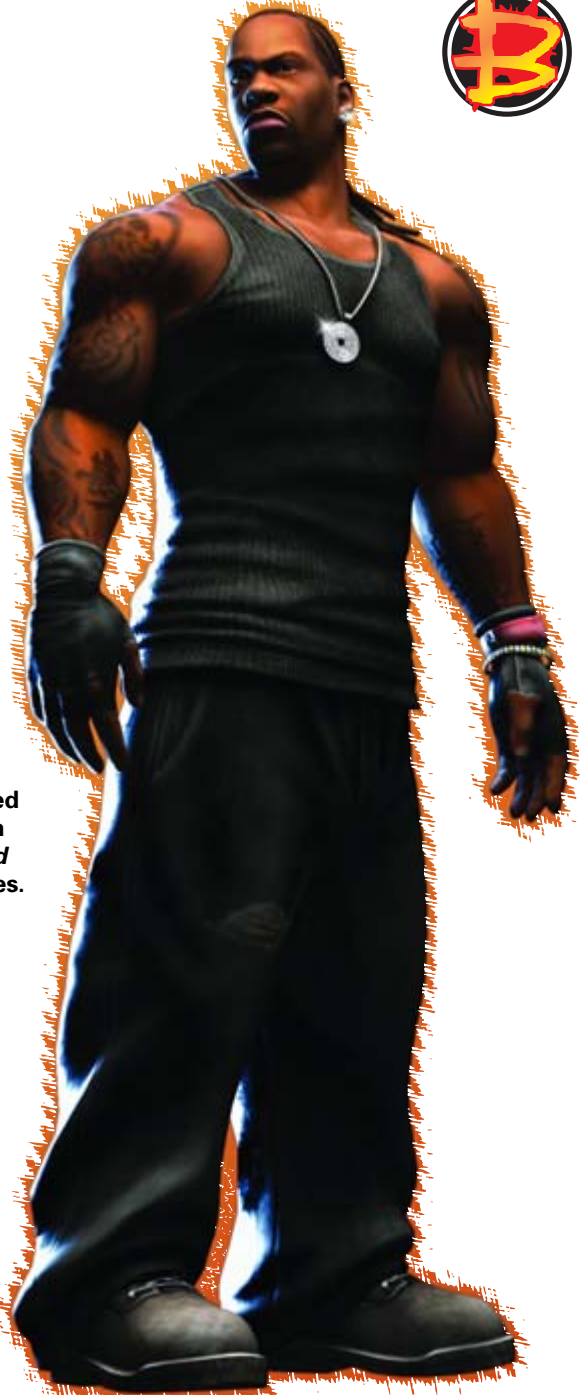


Tip

Magic's main attack is submissions. To beat him, use weapons or work his body with strikes. Stay away from any ground takedowns, as Magic is second to none in submission moves.

Featured Track

"Make It Hurt" from the album *Genesis*



MANNY



Stats

Crew: Circuit fighter

Venue Hangout: Manny's Tats

Fighting Style: Street fighting

Strengths: Toughness, health

Bio

Manny Gray was a guy with a serious gambling problem. He wound up in heavy debt to D-Mob, and began fighting in the clubs to pay down his mark. Eventually, D-Mob put him to work, and as a result he got mixed up in the dispute over Angel. In the struggle at the Def Jam tournament, Manny took a bullet for a friend. As a result, he retired from the fight circuit and started up a tattoo parlor (Manny's Tats). Now, instead of trading blows and breaking bones, Manny is inking up fighters from all over the circuit.

Blazin' Move: Skull Fracture

Manny's blazin' move is a series of hard knees. First shot is a lifting knee to the face, and when his opponent goes down to the floor, Manny goes into a top-mount position while delivering multiple short knees to the head. The final power knee lifts the fighter off the mat.



Tip

To knock out Manny, perform a weapon attack, an environmental attack, or a special move. Instead of going straight for a grapple, try smacking him in the face with a quick jab to throw him off balance first.

政 MASA



Stats

Crew: Circuit fighter

Venue Hangout: Dragon House

Fighting Style: Submissions

Strengths: Lower- and upper-body power, toughness

Bio

As the son of a high-ranking Yakuza, Masa has always been exposed to the darker side of life. And as the youngest of three brothers, Masa has always had something to prove. He accepted his father's challenge to extend ties into America. New York was chosen as the base of operations, and within months the Yakuza had extended itself into several shady areas. One of these areas is underground fighting, and Masa is here to prove that the Yakuza belong in this arena. Masa is a circuit fighter and is found at the Dragon House, in Chinatown.

Blazin' Move: Chiropractor

The Chiropractor starts with a full nelson, switching into a back knee kick to bend his opponent down slightly. Once his foe is lowered, Masa executes a reverse guillotine choke and a wrenching neck-breaker, then lifts the fighter off his feet by the neck to a near-vertical position. Then Masa finishes his opponent with a jump and a spinning pile-driver.



Caution

Be cautious against Masa's grapple moves. Tap buttons rapidly to escape from his submission tactics.

Tip

Keep Masa at a distance to avoid his aggressive takedown actions. Strike at him whenever you see an opening.

Featured Track

"The Dragon House," by Masa, a Def Jam® FIGHT For NY™ exclusive



MECA



Stats

Crew: Circuit fighter

Venue Hangout: The Babylon

Fighting Style: Kickboxing

Strengths: Lower-body power, toughness

Bio

Meca is a tough kickboxer who's been in the underground fighting circuit for many months now. He's a newcomer but is quickly earning the respect of seasoned fighters. Not much is known about this kid but the crews have their eyes on him.

Meca is a regular circuit fighter, making stops at most venues, but you assuredly find him making his money at the Babylon in Flatbush.

Blazin' Move: Don't Come Back

Meca starts out with a full nelson, lifting his opponent into a fake, then trips him face down to the floor. Once down, he flips up onto his foe's back, while holding the fighter's legs to crack both of them in joint locks. After his opponent is crippled, he flips backward while holding the fighter's head. Still holding the leg-lock, he lifts the fighter up off the ground and throws him into the air for a high-tossing head slam.



Tip

Meca has been known to be too reliant on kicks. Get in close and work on his upper body to beat him. The secret to beating Meca is to take it to his body.

"MEMPHIS BLEEK"



Stats

Crew: D-Mob

Venue Hangout: The Limit

Fighting Style: Street fighting

Strengths: Health, charisma, upper-body power, speed

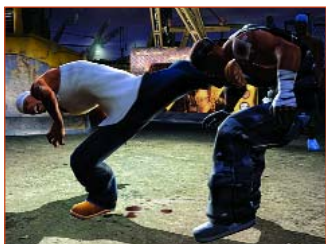
Bio

After a three-year hiatus from the rap scene, Roc-A-Fella's golden boy has truly come of age. At 25, Memphis Bleek, the first artist ever signed to the ROC label and long known as Jay-Z's hand-picked prodigy, has already seen the success of two certified gold albums, 1999's *Coming Of Age* and 2000's *The Understanding*. Now, with the release of *M.A.D.E.*, Bleek is back and ready to take his career to the next level with what is easily the most diverse, most personal, and strongest album of his already accomplished career. *M.A.D.E.* continues with "Round Here," a dirty, down-south piece of funk featuring Trick Daddy ("I know you scared now!") that expands the aesthetic of the album right toward "We Ballin'," a joint with the kind of addictive Indian/Bangra beat that makes it hard not to sing along: "School a little youth off the game / I was young just like 'em / Jay taught me the same," Bleek rhymes before the jam's breath-heavy hook pays homage to the harmonies of the west side.

Watch as he brings the fight to you in *Def Jam® FIGHT For NY™*. Memphis Bleek works for D-Mob at the Limit, but you'll probably see him elsewhere around town as well.

Blazin' Move: M.A.D.E.

This simple combo consists of a jumping double fist to the head, followed by a side kick and a double jumping front kick.



Tip

Keep Memphis Bleek on his toes by moving around until you see an opening for a quick strike. Bleek has some serious knee and fist power. Staying out of his short-distance range is vital to coming through with the win.



N.O.R.E.



Stats

Crew: D-Mob**Venue Hangout:** The Heights**Fighting Style:** Street fighting**Strengths:** Upper- and lower-body power, toughness, charisma

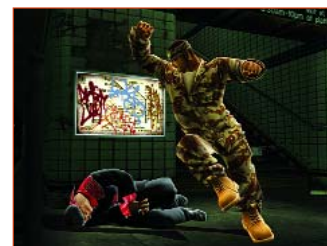
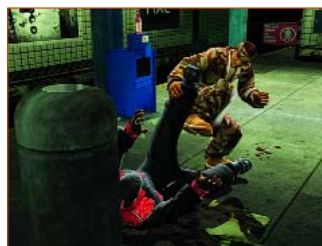
Bio

Alongside affiliates Capone and Mobb Deep, N.O.R.E. captured the attention of the hip hop underground that championed the rapper the unofficial defender of NY hip hop. If it was a sense of affirmation that N.O.R.E. needed to kick start the second leg of his career, then that's just what he got. With the support of hip hop's most successful label, Def Jam Recordings, N.O.R.E. confidently embarked on his new 16-track long player. Recorded in just six weeks, *Grimey...God's Favorite* is a return to the organized noise of '98s. When recording this album, he focused on the facts and not the fiction that comes with money. N.O.R.E.'s self-initiated purge of luxury paid off, allowing him to return to his roots and a life without an ATM card. Blending the abrasively sonic creations of such familiar producers as EZ Elpee, SPK, Kyze, Swizz Beats, and the Neptunes, and fused with N.O.R.E.'s brand of enthusiasm and infectious non-sequitors, makes *Grimey...God's Favorite* every bit the jagged edge roller coast ride you've come to expect from the commanding Queens MC.

N.O.R.E. can be found in *Def Jam® FIGHT For NY™* working and fighting for D-Mob at the Heights, in Lefrak City

Blazin' Move: Hang Hang

Hang Hang starts with a leg grab to upset the fighter onto his back. N.O.R.E. quickly follows up with a hard boot to the groin and a crippling falling elbow strike to the head.



Caution

If you can dance around his submission attempts, you can master N.O.R.E. Not only is N.O.R.E. a street fighter but he also knows submissions, so be wary of both his strong punch and his grapple attacks.

Nyne



Stats

Crew: Circuit fighter
Venue Hangout: The Foundation
Fighting Style: Street fighting
Strengths: Speed, charisma

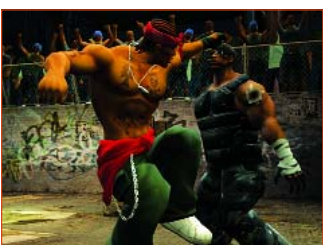
Bio

Nyne grew up with the same aspirations as all the other young men from his impoverished South Central L.A. neighborhood: to make it big. After being arrested numerous times before his 20th birthday, he eventually would up serving time for possession and assault. When he was released, he made a pact with his mother to do something positive with his energy. He relocated to New York City, and joined the circuit initially as a way to make ends meet. Once the cash started rolling in, Nyne sent funds back to his old neighborhood to help out his family and community.

Now he's one of the most feared and respected fighters on the circuit and you will often find him at the Foundation, in Highbridge.

Blazin' Move: Speedbag

Speedbag is a bob-and-weave boxing combination, with a furious punching combo and a solid uppercut before Nyne grabs his opponent in a head drag to a hold in front. He finishes the fighter off with a dramatic wind up and punch to the head.



Tip

Avoid Nyne's strong punch strikes and hit him back with leg strikes. Keep moving around Nyne until you see an opportunity for a grapple or a quick strike.



Featured Track

"Afterhours" from Nyne,
a Def Jam® FIGHT For NY™ exclusive

Omar Epps

AS O.E.



Stats

Crew: Neutral

Venue Hangout: The Foundation

Fighting Style: Street fighting

Strengths: Upper-body power, speed, charisma, toughness

Bio

Omar Epps is an accomplished young actor, singer, songwriter, and record producer. He's starred in many films, notably *Love and Basketball*, *The Wood*, and *Juice*. Omar has played a tough character in film and television, but he's no slouch off camera either.

Born Omar Hashim Epps in Brooklyn, New York, on May 16, 1973, Epps was raised by his mother, an elementary school principal. He attended both the Fiorello H. LaGuardia High School of Music and Art and the New York High School for the Performing Arts. His performances were consistently solid. In John Singleton's film *Higher Learning* (1995), Omar Epps earned particular acclaim for his portrayal of a young man attending college on an athletic scholarship. Around this same time, Epps also excelled in a brief recurring role as an emotionally stressed intern on *E.R.*; he would later identify that role as the one that made it possible for audiences to finally put a name to his face.

In *Def Jam® FIGHT For NY™*, he brings the pain as a street fighter. Omar is relatively neutral in the *Fight For NY™* but can be swayed to join a crew depending on the choices you make. You find O.E. once you beat all the fighters in the Foundation.

Blazin' Move: Bombtrack

Bombtrack starts with a front flip over his opponent's shoulders. Omar lands while grabbing the fighter's head and executing a head smash onto the floor. Then he lifts the fighter off the floor by his head, and finishes him with a solid head-butt that sends his opponent flying.



Tip

This ex-boxing champ excels in punching. Use caution and constant blocks against Omar Epps. Countering punches increases your chances to get a strike in.

POCKETS



Stats

Crew: Circuit fighter
Venue Hangout: The Babylon
Fighting Style: Martial arts
Strengths: Speed, health

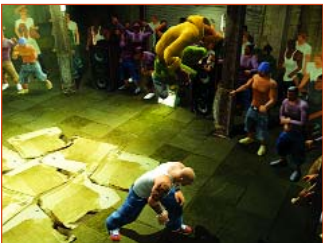
Bio

His family moved from Lebanon when Pockets was six years old, but his parents' marital difficulties soon left him on his own. His dad skipped town, and his mom overdosed in her attempts to deal with her depression. Left to fend for himself on the streets, Pockets made ends meet by stealing and picking people's pockets (hence his nickname). Brought into D-Mob's syndicate for his scheming nature, he's the brains of the operation, advising on all business dealings. His small size isn't ideal for fighting large opponents, but he uses his speed and guile to survive in a scrap.

Pockets is a circuit fighter and can usually be found at the Babylon nightclub, in Flatbush.

Blazin' Move: Air Pocket

Air Pocket starts with a full nelson and switches to a push; when the fighter steps forward, Pockets leaps onto the back of his opponent with both feet and does a back flip to a bulldog.



Caution

Pockets is sneaky. Be on the lookout for trick attacks.

Tip

Destroy Pockets with strong strikes to expose his lack of toughness.

Featured Track

"Showdown" by Pockets,
 a Def Jam® FIGHT For NY™ exclusive



PRODIGY



Stats

Crew: Crow

Venue Hangout: The Heights

Fighting Style: Street fighting

Strengths: Upper- and lower-body power

Bio

Amid the burgeoning mid-'90s hardcore rap scene, the Queensbridge duo Mobb Deep towered over their peers. They were instantly canonized for their influential album called *The Infamous*. This duo consisted of Prodigy and Havoc. Initially they began as just another hardcore rap act, as shown on their debut album, *Juvenile Hell*. Their breakthrough album came in 1995. It became a touchstone album among the hardcore rap community, driven by the song "Shook Ones, Pt. 2," a time-tested anthem.

Mobb Deep became known from coast to coast for its hellishly lyrical depiction of New York street life in Queensbridge, the rough housing project the duo called home. Mobb Deep's production and musical style also became widely known. The driving, haunting melodies and hard-hitting beats, coupled with the bleak aural equivalent of the duo's sullen rhymes set them far apart from the crowd. By the end of the decade, Mobb Deep's *Murda Muzik* debuted at No. 3 on the Billboard album chart, showing how far the duo had come without compromising their harsh approach. Watch for Prodigy in the Heights, in Lefrak City.

Blazin' Move: Hell on Earth

With a quick spin, Prodigy turns his opponent around and jumps up to sit on his foe's shoulders where he can fall forward into a front monkey flip, tossing his foe forward onto the mat. While on the floor, Prodigy finishes with a jumping, back-twisting body splash.



Tip

Think about Prodigy's submission and kickboxing moves before taking him on. Pay attention to Prodigy's ba ji quan-style moves and look for an opening to land a quick jab.

ROME



Stats

Crew: Circuit fighter

Venue Hangout: Syn Energy Power Plant

Fighting Style: Street fighting

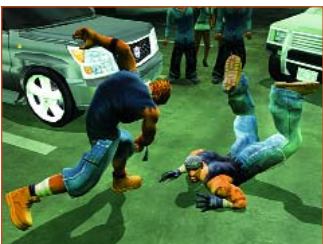
Strengths: Health, upper-body power

Bio

Rome is a newcomer to the underground fighting scene, and loves partying as much as he loves a good scrap. He moved to New York to pursue an acting career but was quickly disillusioned by the scene and ended up making more money using his physical talents. He can be found honing his skills at Syn Energy Power Plant in Astoria.

Blazin' Move: Rough Night

Rough night starts with a big bouncing punch, then Rome catches his opponent and slams him into a backward atomic drop. They both land and he then shoots the fighter into a dropping head-butt.



Tip

All fighters have a weakness. Finding and exploiting this weakness is the key to victory. With Rome, use the objects around you for environmental attacks. Since Rome is a street fighter, counter his quick moves with a weapon and he's on the ground in no time.

SANTOS



Stats

Crew: Circuit fighter

Venue Hangout: Dragon House

Fighting Style: Kickboxing

Strengths: Lower-body power, toughness, speed

Bio

Santos immigrated to the states from the Philippines in hopes of pursuing a professional kickboxing career, but when he nearly killed a "soft" American fighter in a tournament he was kicked out of the professional circuit. Now he earns his living working as a circuit fighter and is known as one of the best purists on the scene today. Santos spends his time training and fighting out of the Dragon House, in Chinatown.

Blazin' Move: Filipino Pride

Santos starts off his blazin' move with a side kick, and then leaps off his opponent's shoulders and spins into the air to catch the fighter's head between his knees for a spinning takedown. While his opponent is stunned on the ground he stands over him and executes a double-footed, twisting neck-breaker.



Tip

As an ex-Muay Thai kickboxing champ, Santos can really take a beating, so be patient and fight smart. Santos isn't one of the crowd favorites. Pepper him with big attacks to keep your momentum up and take him out with a blazin' KO.

SCARFACE



Stats

Crew: D-Mob

Venue Hangout: The Babylon

Fighting Style: Street fighting

Strengths: Health, lower-body power

Bio

Scarface is one of hip hop's ambassadors. He represents mastered vocal skill, preserved integrity, immense respect, and quiet leadership. Ask the average fan and you'll probably get a simple summary statement, like "Face is a dope MC."

Scarface has been putting it down for the South since stepping onto the scene with his Houston cohort, Geto Boys, back in '90, then waking the world a year later with his arctic delivery on the classic single "Minds Playing Tricks On Me." Once the artist formerly named Mr. Scarface went solo in '91, he released the gold-selling LPs *Mr. Scarface Is Back* and *World Is Yours Diary*, and then scored platinum success with his third solo release, *Diary*. The rap world was hooked to the ex-Houston hustler, as few rappers bring across such dark images so vividly. He's now onto his seventh solo album, *The Fix*.

In *Def Jam® FIGHT For NY™*, Scarface is a solid member of D-Mob's crew. You find him fighting out of the Babylon club in Flatbush.

Blazin' Move: The Fix

The Fix starts with a punching combo, then a spin and a hard knee to the spine. Scarface drags his opponent back into a reverse headlock followed by a punching flurry, then a pick-up by the waist to a head plant on the floor. To finish the fighter off, Scarface punts him in the stomach, like a football.

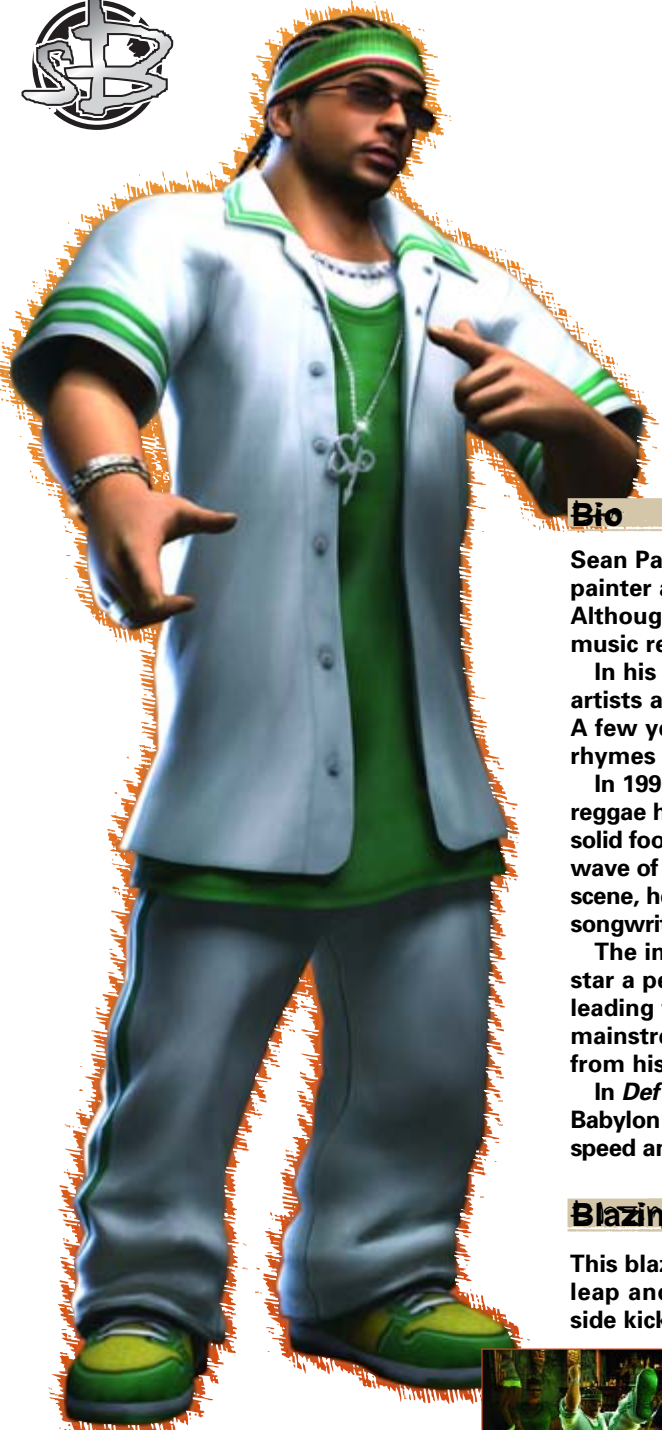


Tip

Scarface is a hard puncher. Timely blocking and countering is the key to pulling off a victory. Scarface is a punisher, but if you can outlast him, you have a chance at beating him.



SEAN PAUL



Stats

Crew: Crow

Venue Hangout: The Babylon

Fighting Style: Martial arts

Strengths: Speed, charisma, lower-body power, health

Bio

Sean Paul grew up in St. Andrew, Jamaica, where his mother was a renowned painter and he was a skilled athlete, playing for the Jamaican national team. Although his education was enough to land a prosperous career, dancehall music remained Paul's first love.

In his early teens, dancehall reggae became Sean's leading passion. Such artists as Lt. Stitchie, Major Worries, and Supercat were important influences. A few years later, as Sean began writing his own lyrics, he busted some rhymes for Cat Coore, Bunny Rugs, and Carrot Jarret of Third World.

In 1996, with the release of *Baby Girl*, Sean Paul began the first of a series of reggae hits that rocked Jamaica. From this sun-soaked base he quickly establish a solid footing for himself amongst the island's dancehall massive. As part of the wave of mid-'90s Jamaican DJs that brought new blood into the Jamaican music scene, he raced to front of the pack. Hardcore dancehall fans were captured by his songwriting and rapping skills and Sean rapidly became a favorite with ladies.

The infectious sounds of Sean Paul have already earned the young reggae star a permanent place in Jamaica's musical pantheon. Sean Paul is now leading the influential hip hop-flavored dancehall form into the American mainstream with breakthrough singles "Gimme the Light" and "Get Busy" from his *Dutty Rock* album.

In *Def Jam® FIGHT For NY™*, Sean Paul works and fights for Crow in the Babylon club in Flatbush. His capoeira fighting style devastates opponents with speed and acrobatic moves.

Blazin' Move: Street Respect

This blazin' move starts with a spinning outside crescent kick, then a running leap and a double side kick to the chest, followed by a double-footed, flying side kick to the face. To finish the fighter off, Sean knees him in the groin.



Tip

Sean Paul fights with a highly unpredictable capoeira style. Go after him with grapples to take him out early.

Caution

If your health is low, be wary of Sean Paul's flying attacks, which can knock you out.

SKULL



Stats

Crew: Circuit fighter

Venue Hangout: The Limit

Fighting Style: Submissions

Strengths: Upper-body power, toughness

Bio

Skull is a monster of a man, not just physically but mentally. Beyond that, as a fighter, he's downright dangerous. Skull came up to New York from Mexico to find more challenges, as the homeland had apparently extinguished any hopes of progress in his particular "talents." After arriving in New York, and as a brutally tough circuit fighter, Skull naturally migrated to the Limit in Corona, where he scraps for fun and money alike with the rest of the bad boys.

Blazin' Move: Latin Twist

The Latin twist is vicious 720-degree spinning cobra lock that turns into a hard head slam into the floor.



Tip

Keep moving around Skull until you see an opportunity for a grapple or a quick strike. Take advantage of Skull's slow speed and use quick strikes to end him.



Slick Rick



Stats

Crew: Crow

Venue Hangout: Syn Energy Power Plant

Fighting Style: Submissions

Strengths: Toughness, upper-body power

Bio

Slick Rick's legend as a modern rap genius precedes him. Originally known as Doug E. Fresh's vocal partner in the Get Fresh Crew, the unforgettable performances of MC Ricky D (as he was then known) on 1985's double-sided single, "The Show" backed with "La Di Da Di," brought a new kind of hip hop hero to light. He was suave, debonair, and capable of both great poignancy and bawdy humor, but Rick's charisma wouldn't flourish fully until the commencement of his own solo career. Highlighted by classics like "Children's Story," "Mona Lisa," and "Hey Young World," the platinum-selling *The Great Adventures of Slick Rick* found the British expatriate and Bronx resident displaying a remarkable talent for wit-filled narratives. A generation of rappers still feels his influence.

Slick Rick is a deadly submission fighter in *Def Jam® FIGHT For NY™*. He'll put you into a joint lock and it'll only be a matter of time before you beg for mercy. This battle veteran from the Bronx will snap you in two. Slick Rick fights for Crow's Crew and hangs out in at the Syn Energy Power Plant.

Blazin' Move: Double or Nothing

The Show begins with a quick leg-controlling move that drops his opponent to the floor, followed by a crippling dropping elbow to the stomach. As if that isn't enough, Slick locks and wrenches that same leg while firing off fast punches to the head. Finally, he flips over his crushed opponent's body while hanging onto the opponent's legs and pulls him into the air for a facedown whipping front slam.



Tip

Slick Rick doesn't pack the hardest punch, but be wary of his grapple attacks. Keep your distance and wait for Slick Rick's blind side to open up. Then, get the takedown before he does.



Stats

Crew: Circuit fighter

Venue Hangout: Syndicate Urban Streetwear (SUS)

Fighting Style: Wrestling

Strengths: Toughness, upper-body power

Bio

Snowman has always been connected to the underground New York scene in one way or another. Starting as a street thug, Snowman has risen through the ranks and gained some notoriety as a tough guy. He caught the attention of D-Mob, and now Snowman is working for the big man as an enforcer. Though he's never proven himself in the ring, people stay out of his way more now because of the friends he keeps. Snowman has fallen out of favor with D-Mob's crew. They generally think he's a wannabe, since he failed to prove himself in some key situations. He runs a clothing shop now, but you may see him at some of the fights around the city.

Blazin' Move: Latin Twist

The Snowjob starts with a full nelson that turns into a falling-back neck-breaker. Then he moves into a rolling stand-up and another neck-breaker, and finally to a tossing full flip to a power neck-breaker.



Tip

Weapons can be obtained by simply approaching the member of the crowd holding a weapon. Environmental attacks boost your momentum more quickly than regular strikes, and that is important when fighting the Snowman.

Featured Track

"Babylon Club Mix" by Snowman, a Def Jam® FIGHT For NY™ exclusive





Stats

Crew: Circuit fighter

Venue Hangout: The Babylon

Fighting Style: Martial arts

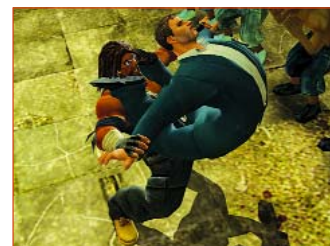
Strengths: Charisma, toughness

Bio

Solo worked for years as head of security for a posh Jamaican resort before moving to New York to escape his political ghosts from Kingston. Upon arrival, he found his intimidating presence opened many doors of opportunity and he wound up making serious cash as a circuit fighter based out of the Babylon in Flatbush. Solo still sends money home to his daughter, who looks after the family property in the foothills of Jamaica's famous Blue Mountains.

Blazin' Move: No Way Out

No Way Out starts with a full nelson that switches to a punch in the back of the head, then to a devastating Boston crab/leg snapper. Solo then lifts his opponent high overhead and falls into a face-buster.



Tip

Solo's versatile fighting style is hard to analyze. Taking him down is a matter of careful timing and speedy action. His lack of leg strength is a critical weakness, so use it to your advantage.

S.T.A.R.K.S



Stats

Crew: Circuit fighter

Venue Hangout: 5th Precinct

Fighting Style: Street fighting

Strengths: Upper- and lower-body power

Bio

Simon Starks has been a detective for many years, working toward keeping the peace with his partner, Jervis. Somewhere along the line, Starks discovered it was all too easy to make a bit of money on the side with the confidential connections to the underground he developed through busting organized crime.

Simon is a corrupt ringmaster, and slowly led his partner down the same path. Starks is an NYPD vet who doesn't seem to have an obvious problem with his back-door deals. You may spot him at some of the fights around town; watch your back.

Blazin' Move: Latin Twist

Air patrol is a back-breaker combination to an over-the-shoulder pick-up. From there, Starks throws his opponent into a 720-degree spinning helicopter slam.



Tip

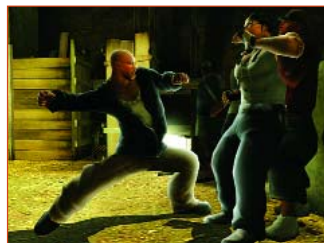
Weapons are an easy way to get your momentum up fast, but watch out for opponents taking your weapons away from you.

Caution

Repeating moves over and over again may result in penalties.



STICKY FINGAZ



Stats

Crew: D-Mob (at first)

Venue Hangout: Club 357

Fighting Style: Street fighting

Strengths: Upper-body power, health, toughness, speed

Bio

With his signature raspy voice and dark lyrics, Sticky Fingaz always stood out from his fellow Onyx cohorts. The group's first album, *Bacdafucup* and the single "Slam" are both certified double platinum. The monster success of Onyx's debut release paved the way for three years of touring, during which time the group shared stages with hip hop royalty such as Run DMC, Dr. Dre, and DMX. The posse's second and third albums, *All We Got Iz Us* and *Shut 'Em Down*, went gold.

During the early days of Onyx, the Los Angeles-based artist landed a cameo in the HBO original film *Strapped*. Sticky Fingaz also appeared in the films *Next Friday*, *Dead Presidents*, and *Clockers*. In 2000, Sticky Fingaz released his solo debut, *Black Trash: The Autobiography of Kirk Jones*, followed by *Decade* in 2003.

Sticky Fingaz plays a big role in *Def Jam® FIGHT For NY™* as war chief for D-Mob's crew. He's hot-tempered and unpredictable, a fact that has put him at odds with D-Mob on several occasions. He hangs out and fights in D-Mob's illegal boxing arena, Club 357. You first meet Sticky Fingaz when D-Mob brings you back to his crew's main hangout. He is immediately suspicious of you.

Blazin' Move: Man Up

Man Up consists of a foot stomp transitioned to an elbow smash to the head, then a small punch combo to another elbow, and a drop to the head while the opponent is on the floor. Sticky Fingaz has to get a little taunting dance in there just before finishing the fighter with a head stomp.



Featured Track

"Man Up" from the album *Hot New S**t*

Tip

Sticky Fingaz throws strong punches. Keeping your distance and timely blocking are the keys to victory. In addition to his stone-like knuckles, watch out for his running attack.

Stingray



Stats

Crew: Circuit fighter
Venue Hangout: Stingray's Barber Shop
Fighting Style: Street fighting
Strengths: Charisma, health

Bio

Stingray has been cutting hair in these parts for decades; the old guy's a fixture by now. He's quite unassuming, so you'd never know he was a real tough guy when he was younger. What many kids don't know is that Stingray used to run a crew in Harlem that had a particularly hard reputation. But those were the old days, he'll tell you. He's rarely inclined to step into a fight, but when it happens it's for something he strongly believes in.

Blazin' Move: Face Adjustment

Stingray's face adjustment starts with a full nelson and then follows up with an elbow to the back of the head. He lifts the fighter up onto his shoulders to sit there for a second before slamming him face first down into the floor.



Tip

Press the block button to block and roll away from your opponent's attacks while you are on the ground. Don't forget to use crowd double-team moves to attack your opponent. The crowd is always willing to help you out.

Featured Track

"Chopshop," by Stingray,
 a Def Jam® FIGHT For NY™ exclusive



SUSPECT



Stats

Crew: Circuit fighter

Venue Hangout: Unknown

Fighting Style: Street fighting

Strengths: Unknown

Bio

Suspect is a dark character. Not much is known about him except that he escapes with D-Mob from the initial bust out in the beginning of Story mode. Suspect is a street fighter that is unlockable through Battle mode rewards.

Blazin' Move: Darkness Falls

Darkness Falls is a quick over-the-shoulder arm lock followed by a front flip, sending his opponent onto his back. Suspect jumps onto a side-mount position and grabs hold of the fighter's arm for a twisting elbow lock. While his opponent writhes on the floor in pain, Suspect stands up over him and drops a hard elbow strike to the head for the KO.



Tip

Use objects in the environment to your advantage. Stay away from the crowd unless someone is holding a weapon for you to use.

TECK



Stats

Crew: Circuit fighter

Venue Hangout: Hunt's Point Scrapyard

Fighting Style: Kickboxing

Strengths: Toughness, health, lower-body power

Bio

Teck is a strategic fighter and doesn't waste any energy. Every strike goes where it was meant to go; precision is his mantra. Teck enjoys the combat practice to be gained in the underground scene. Rumors suggest he is ex-Special Ops, but so far those stories seem unfounded. Teck is a hired gun from D-Mob's hometown, Baltimore. He's a triggerman who gets brought in as a last resort by the crew when all else fails. You come across Teck at Hunt's Point Scrapyard in Hunt's Point.

Blazin' Move: Throw Dem Bones

Teck's blazin' move starts with a punching combination followed by a jumping elbow drop on top of the fighter's head. When his opponent hits the ground, Teck launches a double falling elbow strike to the spine.



Tip

Anyone wearing a bulletproof vest is going to be hard to beat. But it also slows Teck down, so keep your distance and look for an opening to attack.

Note

As D-Mob's triggerman from Baltimore, Teck is elusive and dangerous. Use the environment to your advantage when fighting him.





TREJO



Stats

Crew: Crow

Venue Hangout: The Limit

Fighting Style: Street fighting

Strengths: Toughness, health, upper-body power

Bio

Danny Trejo was raised in the mean portraying a tough guy. He's also found roles as the criminal or all-round villain. Danny Trejo has numerous film credits to his name with, *The Hidden* (1987), *Lock-Up* (1989), *Marked for Death* (1990), *Mi Vida Loca* (1993), and *Heat* (1995), *Desperado* (1995), and soon appeared in bigger-budget films such as *Con Air* (1997) and *The Replacement Killers* (1998). Director Robert Rodriguez has cast Danny Trejo in *Spy Kids* and its sequel and in, *Once Upon a Time in Mexico* (2002).

In *Def Jam® FIGHT For NY™*, he's one of the scariest fighters Crow has on his side. You can usually spot him anywhere in a crowd by his trademark tattoo of a woman wearing a sombrero. Trejo is a sub-boss, and later, a boss character, so expect a tough go with him. This marked man hangs at the Limit with the rest of Crow's enforcers.

Blazin' Move: Readjustment

This combination should be called "spine realignment." Trejo smashes his opponent with a brutal elbow strike and moves quickly into a furious 10-hit punching combination. While his opponent is stunned on the floor, Trejo finishes him off with a powerful elbow drop to the back.



Caution

Look out for Trejo's big haymaker. Once you've learned to defend against this attack, Trejo has little chance.

Tip

Trejo is weak against grapple attacks; if you strike with quick grapples you'll wear him down.

TRICK



Stats

Crew: Circuit fighter

Venue Hangout: The Foundation

Fighting Style: Street fighting

Strengths: Upper- and lower-body power, toughness

Bio

"Trick" is a bit of a misnomer—he's not very tricky. However, he is a strong, straightforward kind of street fighter with enough gritty experience to help him kick some serious butt. Trick is a circuit fighter and floats from venue to venue, but usually he can be found at the Foundation in Highbridge.

Blazin' Move: Kidney Stones

Starting with a reversal, Trick turns his opponent around to blast the fighter's back with some horrendous body, spine, and kidney punches.

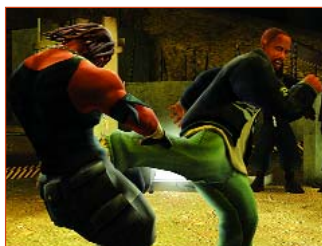


Tip

Trick is a sucker against a good blazin' move, so build up your momentum to take him down. Also try taking him out with weapons and interactions with the environment.



warren g



Stats

Crew: Crow

Venue Hangout: The Chopshop

Fighting Style: Kickboxing

Strengths: Speed, toughness, health, charisma

Bio

Warren G exploded out of the early Long Beach rap scene in 1994 with the smash single "Regulate," a duet with longtime friend Nate Dogg, and its accompanying album, *Regulate...G Funk Era*. Warren G grew up in Long Beach and was influenced by his parents' extensive collection of funk, soul, and jazz records. He frequently was found at the local V.I.P. record store. As a teenager, he and his friends Nate Dogg and future superstar Snoop Dogg formed a rap group called 213, named after their area code. Warren G honed his musical skills while producing such artists as MC Breed and 2Pac and a break came when his vocal collaboration with Mista Grimm, "Indo Smoke," appeared on the *Poetic Justice* soundtrack. Soon after Warren G recorded his debut album for Death Row which had the hit single, "Regulate", appeared on the *Above the Rim* soundtrack.

In *Def Jam® FIGHT For NY™*, Warren G is part of Crow's crew. As a kickboxer; you can find him in the Chopshop in Jamaica.

Blazin' Move: Spine Splitter

From a clinch, Warren knees his opponent in the groin, then does a capoeira flip over the stunned fighter, lands on his back, and catches his opponent's arms to start another flip, eventually holding his opponent behind his back. From there Warren G leaps up into the air and comes crashing back down for a very technical blind pile-driver.



Tip

Look out for Warren G's clinch. The power he packs in his kicks isn't easy to recover from. Avoid clinching and throw strikes to bring him down.

WC



Stats

Crew: D-Mob (at first)

Venue Hangout: Red Room

Fighting Style: Martial arts

Strengths: Upper- and lower-body power, speed, health, charisma

Bio

To be awarded the Heisman Trophy, an exceptional college football player headed for the pros must accumulate the top votes from sports writers. The esteemed annual honor established in 1935 has named the likes of Herschel Walker, Bo Jackson, and O.J. Simpson. To receive the Ghetto Heisman, however, a veteran hip hop artist on the cusp of superstardom must receive unanimous praise on the street for his consistency, rap skills, and ability to accurately represent the neighborhood. In 2002, Los Angeles-bred WC, who appropriately titles his second solo album *Ghetto Heisman*, takes home the prestigious honor.

A new collaboration with the Westside Connection crew resulted in a new album, *Terrorist Threats* (released in December 2003). It addresses the situations of today's world, the new laws in effect, and the dangers of those "protections." Rap music is changing and this album discusses the changes in the world today.

In *Def Jam® FIGHT For NY™*, WC is a submission fighter known for his street smarts and furious energy. He's definitely one to watch out for.

Blazin' Move: Westside Special

Westside Special starts with a double-handed smash to the neck that brings an opponent to his knees. While down, he gets a punch in the head followed by another punch to the head that knocks the fighter onto the floor. WC then does a little hip hop dance around the floor while his opponent crawls to his knees. WC gives him the Westside special—a vicious W-shaped eye gouge.



Tip

Versatility is the word for WC's fighting style. Quickness and stamina are required to confront this fighter.

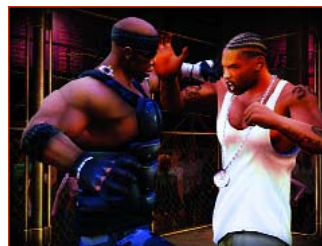
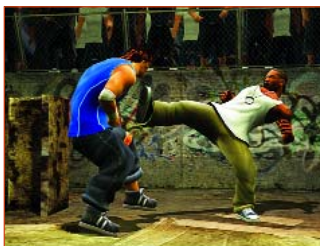
Caution

Don't get too close to WC. Use the environment or the crowd to counter him.





XZIBIT



Stats

Crew: Crow

Venue Hangout: The Limit

Fighting Style: Kickboxing

Strengths: Lower- and upper-body power, toughness, health

Bio

Xzibit was born in Detroit, where at the age of 10 he began to rap. When he was 17, he jumped into his Jeep and headed toward Los Angeles. In 1992, Xzibit met with producer Broadway, through the group Madcap. His first song was "Freestyle Ghetto" on *King Tee IV Life*, and after that he got on the Liks's "Coast II Coast" and decided to go on tour with them. He points to his mother, who was a writer, as his source of creativity. Xzibit's rhymes resonate because he speaks from the heart as an individual, rather than trying to portray a phony hip-hop persona.

He has lived through many dramatic times in his life, so he raps primarily about his own life experiences, and is not afraid to reveal himself. Xzibit eventually worked with Snoop Dogg and Dr. Dre, and helped on Dre's "2001." Through that work he became good friends with Dre, Snoop, Eminem, and others on the Aftermath staff.

Now, Xzibit defends the Crow crew from all that threaten their dominance in *Def Jam® FIGHT For NY™*.

Blazin' Move: Front 2 Back

Front 2 Back starts with Xzibit grabbing his opponent's head and smashing him face first into the mat. As if that isn't humiliating enough, he then crouches sideways across his foe's back as they lie facedown and repeatedly punches him both in the head and in the butt. To end the pain and suffering, he finishes the fighter off with a wicked punch to the head.



Featured Track

"Mother Mother" from *Weapons of Mass Destruction*

Tip

Xzibit has a perfect balance of American kickboxing and ground submissions. Overpower and attack his upper body to take him out.

Caution

Watch out for Xzibit's vicious strong kicks. Get in tight and work his upper body.

THE WOMEN of Def Jam® FIGHT For NY™

Now that you've made it this far, it's time to learn how these fly girls fit into the battle. They're no pushovers, as each girl has moves that can easily embarrass you in front of your friends. So read below and see how the ladies of *FIGHT For NY™* can make things a lot more interesting.

In Story mode, after you've completed your first couple of fights and have moved on to the Babylon in Flatbush, you and Blaze come across some honeys checking you out. Considering you're the new meat on the scene, all eyes are on you.

Here you have the opportunity to choose a girlfriend from the four girls in the bar. That girl remains by your side through the story, unless, of course, you ditch her for Carmen Electra when she shows up. The choice is yours; it comes down to personal preference and doesn't have any effect on gameplay.

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Carmen Electra



Stats

Style: Martial arts

Strengths: Health, charisma, upper- and lower-body power

Bio

Carmen Electra is the quintessential dream girlfriend. With an impressive body of work that encompasses film, television, comedy, and theatre, Carmen Electra has emerged as one of Hollywood's versatile personalities.

After getting her start in singing, she quickly moved into acting and now is one of the most sought after cover girls. Carmen Electra can be seen in *Starsky & Hutch* (2004) opposite Ben Stiller, Owen Wilson, and Amy Smart. Some of Carmen's TV credits include co-hosting two seasons of *Linin' Large*, and she was a series-regular on *Hyperion Bay* as well as *Baywatch*. MTV's cameras captured Carmen and Dave Navarro during the months leading up to their wedding in *'Til Death Do Us Part: Carmen & Dave*.

If you keep a spotless fight record in *Def Jam® FIGHT For NY™*, you might attract her attention. You can find her in the Babylon nightclub.

Blazin' Move: Twister

Carmen's Twister is a fantastic martial arts combination starting with a chop and a swirl kick, continuing with a takedown from a low sweep kick that drops her opponent to the floor. Carmen finishes off her rival with a hard chop to the throat.



CINDY J



Stats

Style: Street fighting

Strengths: Upper-body power, speed

Bio

Meet the mysterious Cindy Johnson. This model/actress is turning heads and kicking ass in *Def Jam® FIGHT For NY™*. Cindy Johnson's first video game role was in *Need For Speed Underground* where she played "Samantha." She's the girl on the scene who knows all the people, the tricks, and the cool hangouts.

Cindy Johnson is a very capable fighter. She's fast and aggressive, with a tight set of moves and great reach. She's a stunning combination of sultry style and cat-like fighting grace.

Cross her at your own risk. You can find Cindy hanging out in the Babylon nightclub.

Blazin' Move: Underground

Underground starts with a butterfly kick and neck takedown that catches and sends an opponent face-first into the floor.





Stats

Style: Street fighting

Strengths: Charisma, health, lower-body power

Bio

Kimora Lee Simmons's multi-faceted career began at the early age of 13. A multicultural talent, with both African-American and Japanese descent, she became the youngest model ever for the House of Chanel. Dubbed "the look of the 21st century" by legendary designer Karl Lagerfeld of Chanel, she toured the couture capitals of the fashion world modeling for such fashion luminaries as Yves St. Laurent, Valentino, Isaac Mizrahi, Donna Karan, Ralph Lauren, Armani, Issey Miyake, Yamamoto, and many others. She has adorned the covers and pages of *Mademoiselle*, *Vogue*, *Bazaar*, and *Elle* with her stunning looks and striking poses.

Kimora is married to hip hop mogul Russell Simmons. Their relationship is based on mutual love, respect, and friendship. It serves as the foundation for their business dynasty. Kimora Lee's fashion sense inspired her husband to create the Baby Phat line. As the creative director and inspiration behind the women's collection, Kimora Lee's stylish touch is omnipresent—from the inception of design to the marketing and advertising. Under her leadership and business acumen, the line has grown from baby tees to a complete collection of denim sportswear, leathers, faux-furs, lingerie, handbags, accessories, and, just recently introduced, jewelry.

Find Kimora in the Babylon nightclub with the other ladies.

Blazin' Move: Phat Special

The Phat Special starts with a reversal to a half nelson with a hair grab that pulls her opponent off balance. She then follows with a quick elbow strike to the sternum, a vicious slapping, and then a crushing neck-breaker. Then she blows the fighter a kiss just to show there are no hard feelings.



LAUREN



Stats

Style: Street fighting

Strengths: Toughness, charisma, speed

Bio

Lauren moved from California recently, having transferred to the New York City Police Department. She works closely with Jervis and Starks and has quickly and quietly established herself with the underground fighting scene in her aspirations of pursuing an undercover career. But she's no pushover. Living in L.A taught her to scrap, and she's not afraid to let loose. Every once in a while Lauren pops up at certain venues to lay the smack down on the boys. Lauren is an unlockable character through Battle Mode Rewards.

Blazin' Move: No Foreplay

Lauren's potent blazin' move starts with a full nelson. She quickly jumps onto her opponent's back, then jumps off and switches her stance to face away while grabbing her foe's head and pulling him up over her shoulder. Then Lauren tosses her foe over her shoulder to the floor and punts him in the face. Instead of breaking his back as her stunned opponent is bent up into a camel clutch, she jumps on his face and rolls him up again, this time into a neck-breaker bridge. Finally Lauren releases her opponent, but only long enough to throw him into a frontal face slam.



Lil' Kim



Stats

Style: Martial arts

Strengths: Charisma, speed, toughness, upper-body power

Bio

Lil' Kim has achieved icon status with her naughty-but-clever wordplay, bombshell beauty, and enormous presence (despite her 4'11" frame). With three albums under her belt, a host of scene-stealing cameos on hits from Jay-Z to Missy Elliott, movie roles, cosmetic contracts, and the eyes of the fashion world on her, Lil' Kim has become a hip hop phenomenon.

Originally part of the late Notorious B.I.G.'s rap collective Junior M.A.F.I.A., in which she was the lone female, Kim's star power shone brightly on smashes like "Player's Anthem" and "Get Money." Her delivery on those tracks helped propel Junior M.A.F.I.A.'s 1995 album *Conspiracy* into Billboard's Top 10 and established her on the forefront of the hip hop music scene.

In 1996, Lil' Kim went into the studio to record her debut album, the witty, rugged, sexually brazen *Hardcore*. With a team of A-list producers like Sean "Puffy" Combs, Jermaine Dupri, and Prestige behind her, Lil' Kim kicked in the door with hits like "No Time," "Queen B***h," and "Crush on You"—shooting *Hardcore* to platinum status and establishing Kim as the reigning queen of hip hop.

Lil' Kim returns to the musical forefront with the release of her eagerly awaited new single, "The Jump Off." Produced by Timbaland (Missy Elliott, Aaliyah, Jay-Z, Ginuwine), the track—which features former Lost Boyz front man Mr. Cheeks—marks the first new Lil' Kim solo music in nearly three years. "The Jump Off" sets the stage for the release of Kim's new album, *La Bella Mafia*, which was released earlier this year.

Now, win the Queen Bee's heart in *Def Jam® FIGHT For NY™*. You can find her in the Babylon nightclub.

Blazin' Move: Queen Bee

Lil' Kim's Queen Bee starts with a lunging back punch to her opponent's chest, then a butterfly front flip that catches the fighter's head in a leg-lock. While falling backward, she executes a handstand and throws the fighter high into the air. Once Lil' Kim has set herself up, she delivers a brutal kick to the head as her opponent falls back to earth.



SHANIQUEA



Stats

Style: Wrestling

Strengths: Upper-body power, toughness, lower-body power, health

Bio

Shaniqua moved to New York to take an internship with a media company and never went home. The allure of the big city kept her both intrigued and busy. Last year she got involved with a local circuit fighter and was introduced to the underground scene, vicariously enjoying the fights until one night during a cat fight, she realized she could actually make money throwing people around the ring. Now she's bussing tables at the Babylon while trying to kick-start her fighting career.

This girl has attitude and she will beat down any guy foolish enough to get in her way. You can find her in the Babylon in Flatbush.

Blazin' Move: Lap Dance

Shaniqua steps up off her opponent's knee to mount his face in a leg lock while she smacks him upside the head. She continues to beat him silly until he falls back onto the ground. She hops off on the way down and sets up for her final technique, hauling off with a brutal soccer kick to the stunned fighter's head.



Shawwna



Stats

Style: Kickboxing

Strengths: Lower-body power, charisma, speed, toughness

Bio

Meet Shawwna: She's been rhyming for more than 10 years. She's a hip hop vixen who takes control of the mic with aggressive rhymes laced with themes that range from life's highs and lows, and everything in between. The 26-year-old Southside Chicago native is about to take our world by storm as the first solo artist from Ludacris's Disturbing Tha Peace crew. Shawwna has the complete package of skills, looks, charisma and of course, sincerity.

Her solo debut *Worth Tha Weight* features the hit single "Shake Dat S**t" produced by Timbaland featuring Ludacris. Other tracks include "Super Freak," which showcases Shawwna's sexy yet playful side, while her remake of MC Lyte's "Kick This for My City" proves that she has the utmost respect for hip hop's history.

Do you have what it takes to keep her happy in *Def Jam® FIGHT For NY™*? Find this girl at the Babylon nightclub and the Limit.

Blazin' Move: Let's Go

Her blazin' move starts off with a vicious slapping frenzy. Shawwna further humiliates her opponent by leaping high into the air, and coming down on the top of her foe's head with a killer axe kick.



Featured Track

"Let's Go" by Shawwna from the album *Hot New S**t*

APPENDIX

Venue Tips

Venue	Tip
Stapleton Athletic Club	<ul style="list-style-type: none"> • Fight smart—use the ropes and corners to your advantage. • Throw your opponent into the corner and grapple him to perform a corner attack.
The Foundation	<ul style="list-style-type: none"> • Knock your opponent into the crowd and grapple him to do a double-team move. • Throw your opponent against a post or speaker for major damage.
The Limit	<ul style="list-style-type: none"> • Look for objects in your environment that you can use for attacks. • Use the cue rack on the right side to grapple your opponent. With your back to the cue rack, press toward the rack and press grapple again. You grab a cue out of the rack and smack your opponent in the head with it. • Throw your opponent against the jukebox or the pool table.
Club 357	<ul style="list-style-type: none"> • Climb the turnbuckles in the corners to launch diving attacks. • Look for weapons to help turn the tables on your opponent.
The Terrordome	<ul style="list-style-type: none"> • Use the concrete walls to your advantage. • Climb the steel columns to launch diving attacks on your opponent.
Syn Energy Power Plant	<ul style="list-style-type: none"> • Try to slam your opponent against the chain-link fence. • Look out for weapons in the crowd.
The Dragon House	<ul style="list-style-type: none"> • Break the wooden fence and throw your opponent out of the ring. • Three wall interactions break the wooden fence.
Red Room	<ul style="list-style-type: none"> • Grab a weapon, thrown in by the crowd, as soon as you see it. • Throw your opponent into the ropes to set up big attacks. • When you are next to the ropes, grapple your opponent with your back to the ropes, press toward the ropes, and press the grapple button. You do a special rope attack move.
Club Murder	<ul style="list-style-type: none"> • Use fence interactions to inflict maximum damage on your opponent.
125 th Street Station	<ul style="list-style-type: none"> • Fight on the train tracks, but watch out for incoming trains. • Smash your opponent into the soda machine to gain a new weapon.
Babylon	<ul style="list-style-type: none"> • Use the fluorescent lights to inflict damage on your opponent. • Use the circuit breaker for an environmental attack.
Chopshop	<ul style="list-style-type: none"> • Use the railings for environmental attacks. • Grab weapons from the crowd to unleash the pain on your opponent.
7th Heaven	<ul style="list-style-type: none"> • Use the walls surrounding the fight area to set up interactions. • Grabbing the bottles first helps lead you to victory.
Hunt's Point Scrapyard	<ul style="list-style-type: none"> • Smash your opponent into the garbage bin to knock the pipe loose. • Also, car parts make handy weapons.
Hunt's Point Scrapyard (After Hours)	<ul style="list-style-type: none"> • Smash your opponent into the tow truck doors to get more weapons. • Throw your opponent into barrels to knock him over and expose a weapon.
Gun Hill Garage	<ul style="list-style-type: none"> • Smash your opponent into a door four times to get an especially vicious surprise. • Destroy two sections of your opponent's SUV to total it for the win.
The Heights	<ul style="list-style-type: none"> • Watch out for the barbed wire! • The crowd here loves to get in on the fight.
The Pit	<ul style="list-style-type: none"> • Construction tools make powerful weapons. • Perform diving attacks from the top of the sandbags.
Gauntlet	<ul style="list-style-type: none"> • Knock your opponent back against the fence to perform various environmental attacks. • Throw your opponent against the cage door and grapple him to perform a door interaction. • Try to stay in the center of the octagon to avoid receiving fence attacks. • Push your foe back against the door, pull off the door, and use a smash interaction.
Red Hook Tire Co.	<ul style="list-style-type: none"> • Watch out for falling debris and the ring of fire. • The fire ring closes in on you as time passes. Throw your opponent into the fire and make him burn.
Crow's Office	<ul style="list-style-type: none"> • Watch out for window attacks. Three strikes, and you're out! • Throw your opponent out of the window to KO him.

Weapon Inventory

Weapon Power Ranking	
Weapon Name	Ranking
2X4—Burnt Wood	30 points
2X4—Muddy/Dirty Wood	30 points
2X4—Same Color Wood as the Fight Club Beams	30 points
2X4—Wood	30 points
Barbecue Wire Brush—Wood	25 points
Baseball Bat—Wood	35 points
Beer Bottle	10 points
Big Metal Pipe—Dirty Rusty Steel	40 points
Big Metal Pipe—Steel	40 points
Bolt Cutters—Blue	45 points
Broom—Wood	30 points
Brick—Dirty Red Cement	40 points
Champagne Bottle	10 points
Crowbar—Dark Blue Chipped Paint	45 points
Crow's Cane	45 points
Curled Rebar—Rusty Metal	45 points
Dirty Rusty Steel	40 points
Drain Pipe/Downspout—Rusty and Dirty	20 points
Exhaust/Muffler—Chrome Muffler	50 points
Exhaust/Muffler—Dirty Black Muffler	50 points
Fluorescent Tube	10 points
Hammer—Dirty Wood	35 points

Weapon Power Ranking (continued)	
Weapon Name	Ranking
Hammer—Steel Handle	35 points
Hammer—Wood	35 points
Large Pair of Metal Bolt Cutters	45 points
Level—Chipped/Peeled Orange Paint	45 points
Metal Pipe—Copper Color	40 points
Metal Pipe—Steel	40 points
Metal Wrap 2x4—Dirty Wood	20 points
Metal Wrap 2x4—Wood	20 points
Mop	30 points
Pool Cue—Dirty Brown Wood	30 points
Pool Cue—Maroon Wood	30 points
Rusty and Dirty Crowbar	45 points
Rusty Muffler	50 points
Shovel—Dirty Wood Handle	35 points
Shovel—Wood Handle	35 points
Sledge Hammer—Brown-Wood Handle	45 points
Tire Iron—Metal	45 points
Tire Iron—Rusty	45 points
Welding Torch—Blue	50 points
Welding Torch—Rusty	50 points
Windshield Wiper—Black	40 points
Wrench—Blue Handle	45 points
Wrench—Rusty and Dirty	45 points

Match Summary

Overview

During the course of each match, points are earned or taken away based on certain requirements. The following is a complete breakdown of the bonus and penalty point system.

Note

Total points accumulated in a match are displayed after the match in the match summary screen, and are added to the final total points gained in a match.

Bonus Points

Combos

The basic requirement is to perform a minimum of five common combos in a match.

Combos	
Criteria	Bonus Points
5 combos in a match	500
7 combos in a match	750
9 combos in a match	1,000
12 combos in a match	2,000
15 combos in a match	3,000

Superior Style

The requirement is to perform a minimum of two unique combos (fighter's original combos) in a match.

Superior Style	
Criteria	Points
2 successful combos	1,000
3 successful combos	1,500
4 successful combos	2,000
5 successful combos	3,500
6 successful combos	5,000

Grapples

The requirement is to perform a minimum of two successful grapples in a match.

Grapples	
Criteria	Points
2 successful grapples	150
3 successful grapples	300
4 successful grapples	750
5 successful grapples	1,500
6 successful grapples	2,000

Blazin' Moves

The requirement is to execute at least one successful blazin' move in a match.

Blazin' Moves	
Criteria	Points
1 blazin' move	1,500
2 blazin' moves	2,000
3 blazin' moves	3,500
4 blazin' moves	5,000
5 or more blazin' moves	8,000

Show-Off

The basic requirement is to complete a minimum of two regular taunts in a match. (Blazin' state taunts are not included).

Show-Off	
Criteria	Points
2 complete taunts	750
3 complete taunts	1,000
4 complete taunts	1,500
5 complete taunts	2,000
6 or more complete taunts	3,500

Grab and Go

The basic requirement is to perform a minimum of two successful running grapples in a match.

Grab and Go	
Criteria	Points
2 successful running grapples	500
3 successful running grapples	750
4 successful running grapples	1,500
5 successful running grapples	2,000
6 successful running grapples	3,500

Death From Above

The basic requirement is to perform two successful diving attacks (from ropes, platforms, or walls, for example).

Death From Above	
Criteria	Points
2 successful diving attacks	200
3 successful diving attacks	500
4 successful diving attacks	1,000
5 successful diving attacks	1,500
6 successful diving attacks	2,000

World Warrior

The basic requirement is to perform two successful environmental attacks (including hot-spot and sticky-point grapples).

World Warrior	
Criteria	Points
2 environmental attacks in a match	500
3 environmental attacks in a match	1,000
4 environmental attacks in a match	2,000
5 environmental attacks in a match	3,000

Reversal of Fortune

The basic requirement is two successful reversals (including counterattacks).

Reversal of Fortune	
Criteria	Points
2 reversals	1,000
3 reversals	1,500
4 reversals	2,000
5 reversals	3,500
6 reversals	5,000

Line of Defense

The basic requirement is to perform two successful blocks.

Line of Defense	
Criteria	Points
2 blocks	200
3 blocks	500
4 blocks	750
5 blocks	1,500
6 blocks	2,000

Striking Blow

The basic requirement is to perform more than four varied strikes. Note: A weak combination strike is considered one strike.

Striking Blow	
Criteria	Points
4 varied strikes	100
5 varied strikes	150
6 varied strikes	200
7 varied strikes	500
8 or more varied strikes	1,000

Striking Blow (Submissions One-on-One)

The basic requirement is to perform any two submission holds. They must be different submission holds that focus on the same part of the opponent's body.

Striking Blow, Submission

Criteria	Points
1 successful submission move	300
2 successful submission moves	500
4 successful submission moves	750
5 successful submission moves	1,000
6 successful submission moves	2,000

Bone Snapper

Perform a double-team move in a multiplayer match or a triple submission in a free-for-all match. Two players grapple one opponent at the same time to perform a random move together.

Bone Snapper

Criteria	Points
Double submission	3,500
Triple submission	5,000

Bill of Health

The basic requirement is to end a match with a minimum of 60 percent health left. The more health you end with, the more points you get.

Bill of Health

Criteria	Points
End a match with health at 60–69%	1,000
End a match with health at 70–79%	1,500
End a match with health at 80–89%	3,500
End a match with health at 90–98%	6,500

Perfect Match

The requirement is to win a match flawlessly—no health lost at all. (Note: At the beginning of a match, every fighter's HP is set to 99 percent, so the real requirement is to maintain 99 percent HP.)

Perfect Match

Criteria	Points
No damage (99% health)	8,000

Arms Race

The basic requirement is to be the first to use a weapon and make a successful hit to gain bonus points.

Arms Race

Criteria	Points
First to use a weapon	2,000

Heavy Hitter

The basic requirement is to successfully execute at least 60 percent hard strikes, rather than weak strikes.

Heavy Hitter

Criteria	Points
60–69% hard strikes (31%–40% weak strikes)	1,500
70–79% hard strikes (21–30% weak strikes)	2,000
80–89% hard strikes (11–20% weak strikes)	5,000
90–99% hard strikes (1–10% weak strikes)	6,500
100% hard strikes (0% weak strikes)	8,000

Crowd Favorite

The basic requirement is to be the crowd favorite. Get the crowd super-pumped and at a high cheering level at the match's end.

Crowd Favorite

Criteria	Points
Be the crowd favorite	1,000

Time Factor

The basic requirement is to win a match under specific timing criteria:

Time Factor

Criteria	Points
Win in under 3 minutes by KO or submission	1,000
Win in under a minute	5,000
90–99% hard strikes (1–10% weak strikes)	6,500
Win at exactly 4 minutes, 20 seconds	8,000
Win at exactly 3 minutes, 16 seconds	8,000

Cold-Cock

The basic requirement is to win a match by KO.

Cold-Cock

Criteria	Points
KO	2,500

Paneless

The requirement is to never get thrown into a window (never touch the window during a window match).

Paneless

Criteria	Points
Never get thrown into a window	3,500

Demolition Man

The requirement is to win a match by totaling the opponent's vehicle.

Demolition Man

Criteria	Points
Total the opponent's vehicle	8,000

Crazy Conductor

The requirement is to win a subway match by a subway KO (the opponent is run over by the train).

Crazy Conductor

Criteria	Points
Subway KO	5,000

Fire Retardant

The requirement is that you never touch the ring of fire in an inferno match.

Fire Retardant

Criteria	Points
Never touch the ring of fire	5,000

Close One

The requirement is to win the match while your health is in Danger status.

Close One

Criteria	Points
Win while health is in Danger	5,000

Big Comeback

The requirement is to regain 40 percent or more of your original total health after being in Danger.

Big Comeback

Criteria	Points
40% health regained	2,000
50% health regained	3,000

Last Man Standing

The requirement is that you be the last one to fall in a multiplayer or free-for-all match.

Last Man Standing

Criteria	Points
Last man standing	2,000

First Attack

The requirement is to be the first to complete a successful attack (strike or grapple move). It also counts if the first strike is executed on both fighters at the same time or if a double-team move is executed in a multiplayer match.

First Attack

Criteria	Points
First Attack	1,000

Hit and Run

The basic requirement is to perform two or more running strikes.

Hit and Run

Criteria	Points
2 running strikes in a match	500
3 running strikes in a match	750
4 running strikes in a match	1,500
5 or more running strikes in a match	2,000

Mob Rule

The basic requirement is to perform more than two crowd double-team moves.

Mob Rule

Criteria	Points
2 double-team moves in a match	1,000
3 double-team moves in a match	2,000
4 double-team moves in a match	5,000
5 double-team moves in a match	6,500
6 double-team moves in a match	8,000

First to Blaze

The basic requirement is to be the first to Blaze in a match.

Last Man Standing

Criteria	Points
First to Blaze	2,000

Penalty Points

A player is penalized, and points deducted, if he shows weakness during a match. Penalties apply only to the medium and hard difficulty levels. No penalties are given for the easy level.

Soft Touch

The basic requirement is that 60 percent or more strikes thrown during a match be weak strikes. Weak strike combos are not subject to this requirement.

Soft Touch

Criteria	Points
60–69% weak strikes (31–40% hard strikes)	-400
70–79% weak strikes (21–30% hard strikes)	-500
80–89% weak strikes (11–20% hard strikes)	-600
90–99% weak strikes (1–10% hard strikes)	-800
100% weak strikes	-1000

Recycled Rerun

Executing the same three moves (or more) in a row gets a penalty (weak strikes are not included).

Recycled Rerun

Criteria	Points
Perform 3 same moves in a row	-200
Perform 4 same moves in a row	-500
Perform 5 same moves in a row	-1,000

Last Man Standing

Criteria	Points
First to hit the ground	-1,000

Cheat Codes

CROOKLYN – unlocks reward points
BIGBOI – unlocks a song
RESPECT – unlocks a song